

# Alternative Monster Creation Rules

## For BareBones Fantasy

Mark Hassman ([www.mithrilandimages.com](http://www.mithrilandimages.com)), October 2015

The BareBones Fantasy RPG contains a brief set of rules for creature creation. This document aims to extend those rules by delineating a more algorithmic approach. The following approach will often deviate from stock monsters -- no set of tables or rules can replace the imagination of the game master let alone game designers. The GM should feel free to tweak the tables, ignore portions of the document or add new steps to the process.

The BBF rulebook contains 8 starting templates. To simplify the overall generation process, only a single template is used for this system. The template is approximately in between the Dog-sized and Horse-sized templates presented in the rules. The starting template is as follows:

STR: 40, DEX: 55, LOG: 20, WIL: 20, BP: 30, INIT: 1, DR: 0, MOV: 15, Attack: 60%

The GM should record the statistics as a baseline and then adjust the numbers based upon the selection or results generated below. Additionally, the GM should choose the desired Rank of the creature. Once the rank is selected, increase the base Attack score by 5% for each rank above 1. The various statistics will be adjusted depending on the selected attributes of the creature being generated. The GM can also give the creature a name and a brief description.

Each table is presented with a d00 column along with the entries. If you intend to create specific creatures, ignore the random portion of the table and just select appropriate entries. The process is as follows:

1. Select [Creature Size](#)
2. Select [Basic Body Form](#)
3. Select Type(s) of [Locomotion](#)
4. Select [Attack Modes](#)
5. Select [Special Abilities](#)
6. Choose [Attack Vectors](#) for Special Attacks as needed.
7. [Finalize the Creature](#)

Steps 1 and 2 can be performed in any order.

## Creature Size

First pick the general size of the creature. The following table presents 7 different categories of size with suggested attribute modifiers. Adjust the starting template with these values.

| D00   | Size     | BP   | ATT % | DMG | STR | Notes   |
|-------|----------|------|-------|-----|-----|---|
| 00-09 | Tiny     | -20  | -15   | 1D  | -25 | Up to the size of a small dog.  |
| 10-25 | Small    | -10  | -10   | 2D  | -10 | Dog sized to up to 3/4 the stature of a human.  |
| 26-50 | Human    | --   | --    | 3D  | --  | Typically about the size of a human.  |
| 51-65 | Large    | +20  | +5    | 4D  | +15 | 25-50% larger than a human such as ogres, small giants, and large mammals such as horses. |
| 66-80 | Huge     | +40  | +10   | 6D  | +30 | Elephant or small whales.   |
| 81-95 | Enormous | +80  | +15   | 8D  | +60 | Dinosaurs, dragons, and large whales.   |
| 96-99 | Gigantic | +120 | +20   | 12D | +90 | Beyond comprehension.   |

## Basic Body Form

Most creatures belong to the animal kingdom. However, dangerous plants, fungi and even magical automatons may be present. The GM should select the basic form of the creature. The GM may also choose multiple types to mimic legendary creatures such as the hippogriff or pegasus.

| D00   | Form       | Description   |
|-------|------------|---|
| 00-10 | Amphibian  | Cold blooded creatures that spend portions of their lives in the water and on land.                                 |
| 11-25 | Avian      | Bird like creatures often covered in feathers. Primary locomotion is flying.  |
| 26-38 | Fish       | Aquatic species. Swimming is the primary form of locomotion. These creatures all have the ability to breathe water. |
| 39-41 | Crustacean | Water dwelling arthropods often with exoskeletons. Increase DR according to the thickness of the exoskeleton.       |
| 42-60 | Mammal     | Warm blooded creatures often covered in hide or fur. The thickness of the fur will increase DR by 1-5.              |

|              |                  |  |
|--------------|------------------|--|
| <b>61-69</b> | Plant            | These creatures are typically immobile and have no obvious form of attack. The GM may wish to add a type of locomotion as well as an attack mechanism.   |
| <b>70-87</b> | Reptile          | Cold blooded land creatures. These creatures are commonly covered in scales increasing the DR from 1-10.   |
| <b>88-97</b> | Insect           | Covered in hard, chitinous materials, insects have an increased DR from 1-5. They also gain Wall Crawling as a type of Locomotion.   |
| <b>98-99</b> | Other/Roll Twice | All other creatures not categorized above including undead, automatons, magical, fungi, etc.<br><br>Alternatively, ignore the other selection and roll twice on the table, to combine two different forms into one creature. |

## Locomotion

Most creatures are capable of motion. Select at least one type of movement capability for each creature. Some creatures may be immobile or move so slowly that it does not affect game play.

| D00          | Motion Type      |  |
|--------------|------------------|--|
| <b>00-45</b> | Normal           | Creature has the normal motion as suggested by its form. If the creature has no obvious movement ability, it is immobile.  |
| <b>46-49</b> | Blink / Teleport | Creature moves by teleportation.<br>Variants: The creature can shift location up to its MOV rating once per turn. The creature can blink to a space within sight.  |
| <b>50-58</b> | Flying           | Creature can move through the air at the MOV rating.   |
| <b>59-67</b> | Jumping          | Creature moves via a series of hops or jumps. The distance between hops can vary up to the full MOV rating in spaces.  |
| <b>68-71</b> | Levitating       | Creature moves by floating above the surface. This is not true flight. The creature must remain within its MOV distance of the surface and lateral motion is 1/3 its MOV rating.   |
| <b>72-75</b> | Phasing          | Creature can reassemble its molecules to pass through solid materials. The material may be restricted to a specific type such as metal, stone, or wood. Phasing creatures typically have an additional more common form of motion. |
| <b>76-79</b> | Swimming         | Creature can move through water at its normal movement rating.   |
| <b>80-87</b> | Slithering       | Creature slides across the ground on its stomach similar to a snake.   |
| <b>88-91</b> | Burrowing        | Creature can burrow through earth and stone at 1/3 MOV. This   |

|              |               |   |
|--------------|---------------|---|
|              |               | movement is in addition to the standard locomotion of the creature.         |
| <b>92-95</b> | Wall Crawling | Creature can move along walls and ceilings at its normal MOV rate.          |
| <b>96-99</b> | Multiple      | Creature possesses multiple types of motion. Roll twice more on this table. |

## Attacks

All creatures should have at least one attack. The attack form may be obvious based on the type of creature. For example, a bear like creature would have a bite attack as well as claws. For creatures without an obvious attack type, select one from the choices below. If all the normal attacks are inappropriate for the creature, choose an entry from the special abilities table or create something new.

| D00          | Method         |   |
|--------------|----------------|---|
| <b>00-20</b> | Bash / Weapon  | Creature uses clubbing blows or a weapon.   |
| <b>20-39</b> | Bite           | Creature possesses a bite attack via sharp teeth or raw strength.   |
| <b>40-43</b> | Breath         | Creature uses some type of breath weapon.   |
| <b>44-62</b> | Claw           | Creature has sharp claws used to rend opponents.  |
| <b>63-71</b> | Horns / Spikes | Creature uses sharp points, spikes or horns to impale opponents.  |
| <b>72-75</b> | Hug            | Creature uses strong limbs to crush and immobilize opponents.   |
| <b>76-83</b> | Projectile     | Creature has a ranged attack that does standard damage.   |
| <b>84-93</b> | Tail           | Creature uses its tail as an additional attack (-1D from base DMG).                                       |
| <b>94-99</b> | Multiple       | Creature has multiple attack types. Roll again. If the same attack type is generated, increase DMG by 1D. |

## Special Abilities

Some creatures have special abilities. The ability may be an unusual attack type, a special defense or a magical capability. To determine the number of special abilities possessed, roll d00 and add creature rank times 10 and consult the table below. For example, for a rank 2 creature say you rolled 23 + 2x10 = 43, no special abilities. If an ability is an attack type or can generate an effect on a target, proceed to the Special Abilities Table to choose (or roll) how the attack is delivered.

| D00   | # Abilities |
|-------|-------------|
| 00-59 | 0           |
| 60-69 | 1           |
| 70-79 | 2           |
| 80-89 | 3           |
| 90-99 | 4           |
| 100+  | 5           |

## Special Abilities Table

| D00 | Ability                | Description   |
|-----|------------------------|---|
| 0   | Absorbs Blunt Damage   | Creature absorbs all damage from blunt or crushing sources. Absorbed damage can be used to heal any current wounds.                                 |
| 1   | Absorbs Cutting Damage | Creature absorbs all damage from blunt or crushing sources. Absorbed damage can be used to heal any current wounds.                                 |
| 2   | Absorbs Magical Damage | Creature absorbs all damage from magical sources. Absorbed damage can be used to heal any current wounds.   |
| 3   | Acidic                 | Creature possesses an acid based ability. Examples including an acidic spray or spit, acidic skin, acidic blood, etc.                               |
| 4   | Animated Object        | Creature can cause objects to animate and spring to life. The ability may be restricted to a specific class such as rock, plants, or other objects. |
| 5   | Anti Animal Sphere     | No living animal may come within 1D spaces of the creature.   |
| 6   | Anti Magic Sphere      | Magic will not function within 1D spaces of the creature.   |
| 7   | Anti Plant Sphere      | All living plants within 1D spaces of the creature will instantly die.  |
| 8   | Attribute Drain - Dex  | Drains 5 points of Dexterity when successful. Points are recovered at a rate of 1/hour.   |
| 9   | Attribute Drain - Log  | Drains 5 points of Logic when successful. Points are recovered at a rate of 1/hour.   |
| 10  | Attribute Drain - Str  | Drains 5 points of Strength when successful. Points are recovered at a rate of 1/hour.  |
| 11  | Attribute Drain - Wil  | Drains 5 points of Willpower when successful. Points are recovered at a rate of 1/hour.   |

|           |                   |  |
|-----------|-------------------|--|
| <b>12</b> | Blurred           | Creature is partially out of phase. Increase DR by 5.  |
| <b>13</b> | Camouflage        | Creature can blend into the surroundings.  |
| <b>14</b> | Cause Blindness   | Attack vector that causes blindness. Effect may be temporary or permanent until cured.   |
| <b>15</b> | Causes Rot        | Attack vector that causes all non-living, organic materials to putrefy and rot.  |
| <b>16</b> | Charging Attack   | Creature uses a rushing attack to increase damage. Creature must cover at least 1/2 MOV spaces to utilize the attack.  |
| <b>17</b> | Charm             | Creature can charm others. The effect may take the form of influence on the target's actions or cause the target to engage in a certain behavior (laughter, dancing, etc). See Charm Spell |
| <b>18</b> | Clairaudience     | Creature can hear up to MOV spaces even through obstructions.  |
| <b>19</b> | Clairvoyance      | Creature can see up to MOV spaces even through obstructions.   |
| <b>20</b> | Confusion         | Creature causes confusion resulting in target being dazed.   |
| <b>21</b> | Contagious        | Creature is contagious. Target may transform into a different creature within 1D days if not healed.   |
| <b>22</b> | Continued Damage  | Creature attack causes continued damage beyond a successfully hit. An additional 1D damage is caused for 1D turns beyond the initial strike.   |
| <b>23</b> | Control Weather   | Creature can control weather as the spell of the same name.  |
| <b>24</b> | Dark Vision       | Creature can see in the darkness. The exact form could be seeing infrared or ultraviolet wavelengths or even a bat-like echolocation.  |
| <b>25</b> | Darkness          | Creature can invoke a sphere of darkness. Range 5 x Rank (burst 5+Rank).   |
| <b>26</b> | Deafness          | Creature causes deafness for 1D turns.   |
| <b>27</b> | Death             | Creature causes death unless target saves.   |
| <b>28</b> | Destroys Metal    | Creature can destroy metal.  |
| <b>29</b> | Destroys Organics | Creature can destroy organic material.   |
| <b>30</b> | Detect Invisible  | Creature is able to detect invisible creatures and objects.  |
| <b>31</b> | Disease           | Creature's attack vector causes disease. Exact nature of the disease is up to the GM.  |
| <b>32</b> | Disintegrates     | Creature uses a disintegration attack. Objects affected are instantly destroyed. May or may not affect living organisms.   |
| <b>33</b> | Dispels Magic     | Creature can dispel magic within 5 spaces/rank.  |
| <b>34</b> | Enhanced Sight    | Creature is immune to illusions and invisibility.  |
| <b>35</b> | Enlarge           | Creature can increase its size up to 50% + 10% x Rank.   |
| <b>36</b> | Entangle          | As Entangle Spell.   |
| <b>37</b> | Fast Reflex       | Creature possesses fast reflexes. +1 to INIT.  |
| <b>38</b> | Fear              | Creature can cause fear. Use Repel spell for effects.  |
| <b>39</b> | Heat Metal        | Creature can cause metal to heat to near molten temperatures.  |
| <b>40</b> | Illusions         | Creature can utilize illusions. See Illusion spell.  |
| <b>41</b> | Immunity to Cold  | Creature is immune to cold and cold-based attack forms.  |

|           |                             |  |
|-----------|-----------------------------|--|
| <b>42</b> | Immunity to Crushing        | Creature is immune to crushing attacks.  |
| <b>43</b> | Immunity to Cutting         | Creature is immune to cutting, slicing and piercing attacks.   |
| <b>44</b> | Immunity to Fire            | Creature is immune to fire and fire based attacks.   |
| <b>45</b> | Immunity to Lightning       | Creature is immune to lightning and lightning based attacks.   |
| <b>46</b> | Immunity to Magic           | Creature is immune to magic. Immunity may be a specific type of magic or all magic classes.  |
| <b>47</b> | Improved Damage             | Creature has enhanced damage. Add 1D damage to base damage per creature rank.  |
| <b>48</b> | Improved Defense            | Creature has extraordinary defenses. The exact nature of the defense is up to the GM. Add +5 DR.                                       |
| <b>49</b> | Improved Dexterity          | Creature has increased dexterity. +10 DEX  |
| <b>50</b> | Improved Logic              | Creature has increased logic. +10 LOG  |
| <b>51</b> | Improved Movement           | Creature can move faster than normal. +10 MOV  |
| <b>52</b> | Improved Strength           | Creature has abnormal strength. +10 STR.   |
| <b>53</b> | Improved Willpower          | Creature has abnormally willpower. +10 WIL   |
| <b>54</b> | Incorporeal                 | Creature is fully or partially incorporeal. The exact nature may be partially phased out of existence, gaseous or vapor like, etc.     |
| <b>55</b> | Invisible                   | Creature can become invisible.   |
| <b>56</b> | Light                       | Creature can invoke a sphere of light. Range 5 x Rank (burst 5+Rank).  |
| <b>57</b> | Lycanthropy                 | Creature is infected with lycanthropy. May infect targets on a successful attack.  |
| <b>58</b> | Magic Drain                 | Creature can permanently or temporarily drain magical energies from objects.   |
| <b>59</b> | Magic Reflection            | Creature can reflect magic back at the caster. The type of magic reflected should be chosen by the GM.                                 |
| <b>60</b> | Magic Using                 | Creature can utilize spells as a spell caster of the same rank. Spell selection can be limited.  |
| <b>61</b> | Maiming                     | Creature can maim opponents on a successful attack. One or more limbs or appendages of the affected target become useless until cured. |
| <b>62</b> | Mimicry                     | Creature can adopt the likeness of a target person or creature.  |
| <b>63</b> | Mirror Images               | Creature can generate up to 1 + Rank mirror images of itself once per combat.  |
| <b>64</b> | Only Hit by Magical Weapons | Creature can only be hit by weapons of a magical nature.   |
| <b>65</b> | Only Hit by Silver Weapons  | Creature can only be hit by silver or silver coated weapons. GM can choose an alternate metal or material instead of silver.           |
| <b>66</b> | Paralysis                   | Creature can cause paralysis for 1D turns.   |
| <b>67</b> | Petrification               | Creature can temporarily or permanently turn a target to stone.  |
| <b>68</b> | Planar Traveller            | Creature can travel to alternate planes of reality once per day.   |
| <b>69</b> | Poison - Damaging           | Creature is poisonous and causes an additional 1D per Rank damage on successful attack.  |

|           |                         |   |
|-----------|-------------------------|---|
| <b>70</b> | Poison - Illness        | Creature is poisonous and will cause target to become ill for 1D + Rank days. Target is considered fatigued.  |
| <b>71</b> | Poison - Weakness       | Creature is poisonous and causes weakness in the target for 1D + Rank hours   |
| <b>72</b> | Protective Barrier      | Creature can create a physical barrier of solid material up to 5 spaces times Rank in size. Alternatively, the barrier may be constructed of entangling vines (see Entangle). |
| <b>73</b> | Regeneration            | Creature regenerates 1 BP per turn.   |
| <b>74</b> | Resistance to Cold      | Creature is resistant to cold based attacks -- half normal damage.  |
| <b>75</b> | Resistance to Crushing  | Creature is resistant to crushing based attacks -- half normal damage.  |
| <b>76</b> | Resistance to Cutting   | Creature is resistant to cutting based attacks -- half normal damage.   |
| <b>77</b> | Resistance to Fire      | Creature is resistant to fire based attacks -- half normal damage.  |
| <b>78</b> | Resistance to Lightning | Creature is resistant to lightning based attacks -- half normal damage.   |
| <b>79</b> | Resistance to Magic     | Creature is resistant to magical attacks. Choose specific magic type and resistance level.  |
| <b>80</b> | Shapeshift              | Creature can take on at least 1 additional shapes.  |
| <b>81</b> | Shrink                  | Creature can decrease its size up to 50% + 10% x Rank.  |
| <b>82</b> | Silence                 | Creature can create a sphere of silence. Range 5 x Rank (burst 5+Rank).   |
| <b>83</b> | Slow/Hinder             | Creature can slow or hinder targets. See Hinder spell for hindering ability. Slowed targets move at 1/2 MOV.  |
| <b>84</b> | Spell Reflection        | Creature can reflect one specific spell type back at the caster.  |
| <b>85</b> | Spoils Potions          | Creature causes potions within 1 + Rank spaces to lose their magical energy.  |
| <b>86</b> | Spoils Rations          | Creature causes edible food and liquids to putrefy and rot. Radius of effect is 2 + Rank spaces.  |
| <b>87</b> | Stealthy                | Creature has increased stealth. Can surprise opponents easily and adds +2 to INIT for 1st turn of combat.   |
| <b>88</b> | Sticky                  | Creature's body is coated in an adhesive material. On successful attacks, the weapon will become stuck to the creature. A Strength check is required to pry it loose.         |
| <b>89</b> | Summoner                | Creature can summon other creatures.  |
| <b>90</b> | Swallows Whole          | Creature can swallow targets whole.   |
| <b>91</b> | Telekinesis             | Creature can move objects with its mind. See Telekinesis spell.   |
| <b>92</b> | Teleportation           | Creature can teleport. Nature of teleportation may be blinking (Rank 4 Transport) or long range teleportation (Rank 5 Transport)  |
| <b>93</b> | Transformation          | Creature can utilize the Transform spell.   |
| <b>94</b> | Undead                  | Creature is undead.   |
| <b>95</b> | Un-healing Damage       | Damage caused by creature does not heal naturally. Wounds may only be healed by magic. Unhealed wounds cause an additional 1D damage per day.                                 |
| <b>96</b> | Untraceable             | Creature cannot be tracked by any non-magical means.  |

|           |                 |   |
|-----------|-----------------|---|
| <b>97</b> | Vanish          | Creature can become invisible or incorporate itself into another material such as stone or wood.                |
| <b>98</b> | Ventriloquism   | Creature can invoke auditory only illusions. See Illusion spell.  |
| <b>99</b> | Water Breathing | Creature can breathe normally in water. If already a water breather, creature can also breathe normally in air. |

## Special Attack Vectors

The following table details a variety of vectors that can be used for an attack. Entries with specific ranges should be rolled once during creature creation. The game master should adjust the range and area of effect to fit the intent of the attack.

| D00          | Delivery      |   |
|--------------|---------------|---|
| <b>00-10</b> | Gas           | Creature emits a gas that fills an area 1D x 10 spaces around the creature. Creature itself is immune to the effect.                                |
| <b>11-21</b> | Gaze          | The special attack is delivered when the intended victim meets the creature's gaze.   |
| <b>22-32</b> | Centered Area | The special attack affects anything within 1D x 10 spaces of the creature's location.   |
| <b>33-43</b> | Circular Area | The attack can be targeted at a specific spot within 2D x 10 spaces of the creature and affects anything within 1D x 10 spaces of that point.       |
| <b>44-54</b> | Conical Area  | A conical region is effected starting from the creature's location. The cone has a 45 degree arc and extends 1D x 10 spaces.                        |
| <b>55-65</b> | Projectile    | The special attack uses the same form as a missile attack.  |
| <b>66-76</b> | Ray           | The special attack uses a ray that ignores armor and shields. The ray can extend up to 2D x 10 spaces from the creature's location.                 |
| <b>77-82</b> | Sight         | Seeing the creature causes the special attack to activate.  |
| <b>83-93</b> | Touch         | The special attack requires the creature touch the intended target. The creature can engage the mechanism on a successful use of its normal attack. |
| <b>94-99</b> | Voice         | The special effect is delivered by voice and affects anything within hearing range.   |

## Final Adjustments

After all the special abilities have been defined, the GM can apply final tweaks to the creature. These may include shifting attribute values up or down to fit the vision for the creature. Every attribute should be considered for adjustment including body points, initiative, movement, and damage reduction. Once the final tweaks are complete, the GM can assign a Nature to the beast, give it an appropriate travel range, and update the description. The GM should also note damage modifiers based on the strength for melee (+1 per 5 points of STR above 55).