

# Alternative Monster Creation Rules

## For BareBones Fantasy

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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.  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.

<b>D00</b>	<b>Motion Type</b>	
<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. Variants: The creature can shift location up to it's 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.

<b>D00</b>	<b>Method</b>	
<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 invoked 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.

<b>D00</b>	<b>Delivery</b>	
<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 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).