

Underlings (Creature)

The addition of more creatures or NPCs to a combat can have a rippling effect on player difficulty and the gamemaster's ability to manage all of the moving parts on the battlefield. Underlings are intended to add depth to certain combat situations while minimizing the time necessary to build and manage.

Underlings are meant to be disposable combatants with only the most basic statistics. Underlings should not be the only constituent part of an encounter, but rather a supplemental force for a more formidable opponent.

Statistics

Determine the CR for the underling being created and consult the combatant array to determine the statistics.

- Initiative Bonus: Use the third listed *Ability Score Modifiers* value
- AC: +2 to the listed *KAC* and *EAC* values
- Fortitude and Reflex Saves: CR + 12
- Will Saves: CR + 10
- HP: 1 (an underling is immune to any effect that does damage on a miss)
- Melee Attack: +2 to the listed *High Attack Bonus*
- Melee Damage: Use the listed *Standard Melee Damage* + 3
- Ranged Attack Bonus: +2 to the listed *Low Attack Bonus*
- Ranged Damage: Use the listed *Energy* or *Kinetic Ranged Damage*

Revision #1

Created 25 May 2020 13:34:40 by JLeeBly

Updated 25 May 2020 14:14:50 by JLeeBly