

DCC Quick Monster Stats

	Aberration	Animal	Beast	Construct	Dragon	Elemental (Air, Fire)	Elemental (Earth, Water)	Fey	Giant	Humanoid	Magical Beast	Monstrous Humanoid	Ooze	Outsider	Plant	Shapechanger	Undead	Vermin
Hit Die*	d8	d8	d10	d10	d12	d8	d8	d6	d8	d8	d10	d8	d10	d8	d8	d8	d12	d8
Attack Bonus	3/4	3/4	3/4	3/4	Full	3/4	3/4	1/2	3/4	3/4	Full	Full	3/4	Full	3/4	3/4	1/2	3/4
Fort Save	Poor	Good	Good	Poor	Good	Poor	Good	Poor	Good	**	Good	Poor	Poor	Good	Good	Good	Poor	Good
Ref Save	Poor	Good	Good	Poor	Good	Good	Poor	Good	Poor	**	Good	Good	Poor	Good	Poor	Good	Poor	Poor
Will Save	Good	Poor	Poor	Poor	Good	Poor	Poor	Good	Poor	**	Poor	Good	Poor	Good	Poor	Good	Good	Poor

* Using different types of hit dice is totally optional. You can always just use d8 or d10, or whatever you like for everything.

** Choose one good save for humanoids. For example, Reflex for goblins and kobolds, or Fortitude for orcs.

HD	Save Bonus (Good)	Save Bonus (Poor)	Attack Bonus (Full)	Attack Bonus (3/4)	Attack Bonus (1/2)
1	+2	+0	+1	+0	+0
2	+3	+0	+2	+1	+1
3	+3	+1	+3	+2	+1
4	+4	+1	+4	+3	+2
5	+4	+1	+5	+3	+2
6	+5	+2	+6	+4	+3
7	+5	+2	+7	+5	+3
8	+6	+2	+8	+6	+4
9	+6	+3	+9	+6	+4
10	+7	+3	+10	+7	+5
11	+7	+3	+11	+8	+5
12	+8	+4	+12	+9	+6
13	+8	+4	+13	+9	+6
14	+9	+4	+14	+10	+7
15	+9	+5	+15	+11	+7
16	+10	+5	+16	+12	+8
17	+10	+5	+17	+12	+8
18	+11	+6	+18	+13	+9
19	+11	+6	+19	+14	+9
20	+12	+6	+20	+15	+10

Instructions: Find the type of monster in the table above. Roll the monster's hit points using the hit die type listed. Look up the monster's Attack bonus and saves in the table to the left based on the monster's HD. Note that these values do not include any ability score modifiers, as monsters in the older books generally aren't given a full set of stats. If you wish to include these bonuses, feel free to give the monsters an additional bonus (or penalty) of +1 to +3 as follows:

Strength – Attack Bonus

Agility – Reflex Save

Stamina – Fort Save

Personality – Will Save

You can also use a monster's calculated reflex save bonus as their initiative bonus if you'd like.

For NPCs, assign values based on the following:

Warrior-type: d12 or d10 HD, Full attack bonus, good Fort save

Cleric-type: d8 HD, 3/4 attack bonus, good Fort and Will saves

Thief-type: d6 HD, 3/4 attack bonus, good Ref save

Wizard-type: d4 HD, 1/2 attack bonus, good Will Save

Enjoy!