

# MONSTER DESIGN

This article helps you to create a monster for the WOIN system. Of course, a monster can have whatever statistics you need - if you need your goblin to have STR 20 or 200 HEALTH for some reason, you can just assign those values. The following is just a set of guidelines to help your design process; feel free to ignore any of them.

This will result in a range of derived statistics, but not the core statistics. You'll know the creature's SPEED, HEALTH, DEFENSES, and so on, but not the exact skills and attributes which make up those values.

Once you have decided on your concept, following these steps.

## MAX DICE POOL (MDP)

Choose your monster's Maximum Dice Pool. This will decide many of the following statistics. You should start with an idea of how powerful you want your monster to be. For comparison, a starting character is 5d6, and a fire dragon is 15d6.

PCs tend to be a little more optimised than monsters, so monster scores are slightly higher. Generally, a monster with +1 MDP over a PC is a challenging match which the PC should win. +2 MDP means the PC will probably lose one-on-one.

## TYPE & SIZE

Choose a "type" and a size for your monster. The size category is already described in the core rules. The type is just a broad descriptive tag which is not used

in-game, but can be useful when designing. Choose from:

- *Artillery*. A creature which does area damage from a distance.
- *Brute*. A creature focuses on raw melee power.
- *Expert*. A creature whose focus is not combat.
- *Ninja*. A fast, mobile melee creature.
- *Skirmisher*. A fast, mobile, ranged creature.
- *Support*. A creature which heals or buffs other creatures.
- *Trickster*. A frustrating opponent such as a teleporter, or illusionist, able to inflict a range of conditions.

These names don't really mean anything. They are descriptive tools during the design process, but you'll never need them again once the creature is finished.

Type	MELEE	RANGED	MENTAL	VITAL
Artillery	low MDP x 2	high MDP x 4	medium MDP x 3	low MDP x 2
Brute	high MDP x 4	low MDP x 2	low MDP x 2	high MDP x 4
Expert	low MDP x 2	medium MDP x 3	high MDP x 4	low MDP x 2
Ninja	high MDP x 4	medium MDP x 3	low MDP x 2	medium MDP x 3
Skirmisher	low MDP x 2	high MDP x 4	medium MDP x 3	medium MDP x 3
Support	medium MDP x 3	medium MDP x 3	high MDP x 4	medium MDP x 3
Trickster	low MDP x 2	medium MDP x 3	high MDP x 4	low MDP x 2

DEFENSE	Tiny	Small	Medium	Large	Enormous	Gigantic	Colossal
MELEE	+4	+2	-	-2	-4	-8	-16
RANGED	+4	+2	-	-4	-8	-16	-32
VITAL	-2	-2	-	+2	+4	+6	+8

## DEFENSES

Each DEFENSE is high, medium, or low, and is based on the monster's MDP.

The lowest a DEFENSE can be is 10.

If your monster doesn't fit neatly into these categories, that's fine. Just pick the closest match and tweak it. Remember, these are guidelines, not rules.

You then need to adjust for SIZE, as normal.

## SOAK

When you assign SOAK, you won't necessarily know where that SOAK comes from. You'll have a total amount of SOAK appropriate to the creature.

Like before, you will be choosing from high, medium, and low SOAK.

Type	SOAK & HEALTH	HEALTH
Artillery	low MDP x 0.5	low MDP x 0.5
Brute	high MDP x 2	high MDP x 10
Expert	low MDP x 0.5	low MDP x 3
Ninja	medium MDP x 1	medium MDP x 6
Skirmisher	low MDP x 0.5	low MDP x 3
Support	medium MDP x 1	medium MDP x 6
Trickster	low MDP x 0.5	low MDP x 3

## HEALTH

HEALTH is an important value. As always, we choose from high, medium, and low, and we adjust for size. These are

the same as for SOAK, so use the table above.

Size affects HEALTH as follows: enormous x1.5, gigantic x2, colossal x3.

Monsters tend to have higher HEALTH than PCs. This abstracts the fact that they don't have all the resources available that PCs have to heal and recover.

## INITIATIVE & SPEED

Using the same method, determine your monster's INITIATIVE and SPEED scores.

Type	INITIATIVE	SPEED
Artillery	medium MDP x 0.75	slow MDP x 0.5
Brute	low MDP x 0.5	slow MDP x 0.5
Expert	low MDP x 0.5	medium MDP x 1
Ninja	high MDP x 1	fast MDP x 1.5
Skirmisher	medium MDP x 0.75	fast MDP x 1.5
Support	medium MDP x 0.75	medium MDP x 1
Tricketer	high MDP x 1	fast MDP x 1.5

You will need to assign movement modes at this time. The listed SPEED is for the creature's primary movement mode. For additional modes, it moves at half SPEED.

## ATTACKS

You will need to determine the creature's melee and ranged attack pools. Most creatures will only use their primary attack pool, but if a PC charges a ranged attacker, it might be forced to resort to its weaker attack mode.

Type	MELEE	RANGED
Artillery	low MDP x 0.5	high MDP x 1
Brute	high MDP x 1	medium MDP x 0.75
Expert	low MDP x 0.5	low MDP x 0.5
Ninja	high MDP x 1	low MDP x 0.5
Skirmisher	low MDP x 0.5	high MDP x 1
Support	medium MDP x 0.75	medium MDP x 0.75
Trickster	low MDP x 0.5	medium MDP x 0.75

The attack values in particular can be tweaked. If you want your brute to have a high ranged attack, go right ahead and assign it.

You might consider giving some creatures with a high single attack a secondary medium area attack. A dragon's breath weapon would be a good example of this.

Damage tracks with the attack pool, and is 50% of the attack pool. For example, an attack pool of 8d6 means 4d6 damage.

## FINALIZING

You should now have the following values for your monster:

- Maximum Dice Pool.
- HEALTH.
- MELEE, RANGED, MENTAL, and VITAL DEFENSE.
- INITIATIVE.
- SPEED.
- Melee and ranged attacks and damage.

You now need to give the creature exploits. This is by far the most arbitrary part of the process. You should be inventive with its exploits - each creature should feel different. There's a whole smorgasbord of area attacks, grabs, throws, mental attacks, magical abilities, and more. Below is a

small selection to get you started, but this is just the tip of the iceberg.

### Artillery

- **Burst.** Burst damage (Burst equal to half MDP). Attack all within area (make one attack roll). Wizard's fireball or soldier with a grenade launcher. Alternatively, a half MDP cone such as a breath weapon or flamethrower.

### Brute

- **Mighty Blow.** Make one attack roll and do damage for both attacks in one attack, using both actions. This means SOAK only applies once.
- **Stop Right There!** Enemies which try to move past the brute (move within 5') are subject to a free action attack, which stops their movement if successful.
- **Charge.** Move SPEED and make an attack with one action.
- **Burst.** Spend both actions and attack all adjacent targets. On a hit they are pushed back 10'. Alternatively a cone such as a tail swipe.
- **Grab.** Inflicts the Restrained condition on a creature, requires an attack to escape. Inflict natural damage at the start of the grabbed creature's turns.
- **Hurl.** Send a creature flying 3 squares plus one square per size difference and takes natural damage, inflicts Downed condition.
- **Roar.** Burst equal to MDP does a mental attack with secondary damage roll, inflicting Afraid condition.
- **Trample.** Move through smaller creature's square, melee attack knocks aside and prone for natural damage.

### Expert

- **Skill dice.** The expert's primary skill dice pool is its MDP. It could be piloting, engineering, heraldry, or any other area of expertise.
- **Analyze.** For one round remove one enemy's SOAK.
- **Healing.** As Support.

## Ninja

- **Third attack.** If the ninja makes two melee attacks, it gets a third attack for free.
- **Achilles heel.** Bypass SOAK once per foe.
- **Dart In.** Move SPEED, attack, then move SPEED back again.
- **Stealthy.** Make MDP stealth checks to remain effectively invisible.
- **Teleport.** Move a double move as one action. Ninja teleporting, special forces transporter tech, super-fast race or alien, giant leap.
- **Poison.** Attack inflicts Poisoned or Sick conditions.

## Skirmisher

- **Perfect aim.** The skirmisher gets +2d6 from aiming instead of +1d6.
- **Mobile attack.** Move two moves and make a single ranged attack at any point.
- **Dive For Cover.** On a missed attack, use a reaction to move SPEED and either get prone or behind cover.
- **Backpedal.** When someone attempts a melee attack, use a reaction to step back 5' and take a shot.
- **Panicked Unload.** Fire two shots at a target and if both hit, gain a third shot.

## Support

- **Healing.** The support NPC can heal allies with an action equal to their damage roll. Each can only benefit once.
- **Leadership.** Dice pool equal to MDP to donate to allies; must declare before dice are rolled.
- **Designate target.** Choose one target. That target may not benefit from cover until another target is selected. Wizard illuminates target or commander uses tactical battlefield targeting drone.
- **Battlefield control.** Create difficult terrain or darkness in a burst area radius. Icemage creates icy patch, engineer throws caltrops
- **Summon.** Summon/create/activate 1d6 mooks. Necromancer summoning skeletons or engineer activating security droids.

## Trickster

- **Teleport.** Move a double move as one action.
- **Deceive.** An illusion of self disguises the NPC's true location.
- **Controller.** A mental attack makes the target Charmed.
- **Taunt.** A mental attack makes the target Angry.

## General

- **Aura.** Equal to half MDP. Does low damage or inflicts condition.
- **Regeneration.** Gain half MDP HEALTH at the start of each turn.
- **Called Shot.** A weakness which can be exploited via a Called Shot.

## 75%?

Some of the above tables ask you to use 75% of MDP. Here's that calculated for you.

Dice Pool	75% is...
4d6	3d6
5d6	3d6
6d6	4d6
7d6	5d6
8d6	6d6
9d6	6d6
10d6	7d6
11d6	8d6
12d6	9d6
13d6	9d6
14d6	10d6
15d6	11d6
16d6	12d6
17d6	12d6
18d6	13d6
19d6	14d6
20d6	15d6