

WOIN SUPER QUICK NPC STATS

HIGH POOL	MED POOL	LOW POOL	HEALTH	HEALTH (TOUGH)	HIGH DEF	MED DEF	LOW DEF	HIGH SOAK	LOW SOAK	AVERAGE ATTRIBUTE	HIGH ATTRIBUTE	HIGH SKILL	DAMAGE (low)	DAMAGE (high)	BURST	SPEED	FAST	SLOW	GEAR QUALITY	Treasure
3d6	3d6	3d6	12	24	12	10	10	0	0	3 (2d6)	3 (2d6)	3 (2d6)	1d6 (4)	2d6+3 (10)	1	5	6	3	standard +0d6	120
4d6	3d6	3d6	16	32	16	12	10	0	0	4 (2d6)	4 (2d6)	4 (2d6)	1d6+2 (6)	3d6 (11)	1	5	6	4	standard +0d6	120
5d6	4d6	3d6	20	40	20	15	11	4	2	6 (3d6)	8 (3d6)	8 (3d6)	2d6 (7)	3d6+3 (14)	1	5	7	4	standard +0d6	160
6d6	4d6	4d6	24	48	24	18	14	8	4	7 (3d6)	10 (4d6)	10 (4d6)	2d6+2 (9)	4d6 (14)	1	6	7	4	standard +0d6	160
7d6	5d6	4d6	28	56	28	21	17	12	6	8 (3d6)	12 (4d6)	12 (4d6)	3d6 (11)	4d6+3 (17)	2	6	8	5	high +1d6	200
8d6	5d6	4d6	32	64	32	24	20	12	6	9 (3d6)	14 (4d6)	14 (4d6)	3d6+2 (13)	5d6 (18)	2	6	8	5	high +1d6	200
9d6	6d6	5d6	36	72	36	27	23	15	8	10 (4d6)	16 (5d6)	16 (5d6)	4d6 (14)	5d6+3 (21)	2	7	9	5	high +2d6	240
10d6	6d6	5d6	40	80	40	30	26	15	8	11 (4d6)	18 (5d6)	18 (5d6)	4d6+2 (16)	6d6 (21)	2	7	9	6	high +2d6	240
11d6	7d6	5d6	44	88	44	33	29	15	8	12 (4d6)	20 (5d6)	20 (5d6)	5d6 (18)	6d6+3 (24)	3	7	10	6	high +2d6	280
12d6	7d6	6d6	48	96	48	36	32	20	10	13 (4d6)	22 (6d6)	22 (6d6)	5d6+2 (20)	7d6 (25)	3	8	10	6	exceptional +3d6	280
13d6	8d6	6d6	52	104	52	39	35	20	10	14 (4d6)	24 (6d6)	24 (6d6)	6d6 (21)	7d6+3 (28)	3	8	11	7	exceptional +3d6	320
14d6	8d6	6d6	56	112	56	42	38	20	10	15 (5d6)	26 (6d6)	26 (6d6)	6d6+2 (23)	8d6 (28)	3	8	11	7	exceptional +3d6	320
15d6	9d6	7d6	60	120	60	45	41	20	10	16 (5d6)	28 (7d6)	28 (7d6)	7d6 (25)	8d6+3 (31)	4	9	12	7	exceptional +3d6	360
16d6	9d6	7d6	64	128	64	48	44	25	12	17 (5d6)	30 (7d6)	30 (7d6)	7d6+2 (27)	9d6 (32)	4	9	12	8	exceptional +3d6	360
17d6	10d6	7d6	68	136	68	51	47	25	12	18 (5d6)	32 (7d6)	32 (7d6)	8d6 (28)	9d6+3 (35)	4	9	13	8	exceptional +3d6	400
18d6	10d6	8d6	72	144	72	54	50	25	12	19 (5d6)	34 (7d6)	34 (7d6)	8d6+2 (30)	10d6 (35)	4	10	13	8	artisanal +4d6	400
19d6	11d6	8d6	76	152	76	57	53	25	12	20 (5d6)	36 (8d6)	36 (8d6)	9d6 (32)	10d6+3 (38)	5	10	14	9	artisanal +4d6	440
20d6	11d6	8d6	80	160	80	60	56	30	15	21 (6d6)	38 (8d6)	38 (8d6)	9d6+2 (34)	11d6 (39)	5	10	14	9	artisanal +4d6	440

HOW TO USE

Assumes a medium-sized NPC. Monsters of different sizes or types will vary greatly. *This is not suitable for monsters.* Find the typical party MDP in the first column (“High Pool”). This is your baseline for grade-appropriate encounters. Use an equal MDP to the PCs for a medium encounter which should not cause any PC fatalities; PC tend to be a little more optimised than NPCs, and are equal to an NPC one MDP higher.

Note that the values below are abstracted. They don’t describe exactly where the SOAK, attack values, damage, etc. come from. If possible, you should use an actual stat block, but these can be used when something is needed quickly without too much detail.

Attribute checks. For areas of competence (a soldier fighting, a doctor healing, a wizard spellcasting, a pilot piloting, a mastermind’s INITIATIVE, etc.) use the High Pool column for NPC attribute checks. For all other checks, use the Med Pool column, unless it is an area where the NPC would be particularly low (a heavyweight boxer doing astrophysics, for example).

HEALTH. Most NPCs should have the HEALTH shown in the HEALTH column. Occasionally super-tough NPCs can have the HEALTH in the “Tough” column.

DEFENSES. Select High DEFENSE or Low DEFENSE based on the NPC type. MELEE, RANGED, and MENTAL can all be either high or low.

SOAK. Give combat NPCs the shown SOAK. Non-combat NPCs should have no SOAK.

Attributes. If you need an attribute score on the fly, select from the High Attribute or Average Attribute columns.

Skills. You are unlikely to need a skill ranking outside the dice pool, but in case you do the NPC’s skill(s) of expertise are found in the High Skill column.

Damage. This is the amount of damage the NPC does in its typical attack. It takes into account exploits, gear upgrades, and so on.

SPEED. This is the SPEED of the NPC. Choose regular, fast, or slow.

Gear Quality. The gear quality is already figured into dice pools, but if you need it separately for some reason (PCs looting bodies, etc.) then this is the typical quality of gear used by the NPC.

Treasure. This is what the NPC is likely carrying on their person. It does not necessarily equal the total wealth of the NPC, just what’s in its pocketses.

Templates. The below templates can be used for common archetypes. **Artillery** deals area damage, **Skirmisher** is a ranged attacker, **Brute** is a tank, **Ninja** is a fast melee attacker, **Expert** is a non combat specialist, **Support** is a tactician with area healing, **Mook** is cannon fodder designed to be mown down with ease. Note that this does not include any special abilities.

Template	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	Damage	SPEED	High Attribute
Artillery	medium	medium	low	regular	low	low	medium	low	low (area)	slow	INT
Brute	low	high	high	tough	low	high	low	high	high	slow	STR, END
Expert	low	low	low	regular	low	low	high	none	low	regular	LOG
Mook	low	low	low	half	low	low	low	none	low	regular	-
Ninja	high	medium	high	tough	medium	high	medium	low	high melee, low range	fast	AGI
Skirmisher	medium	high	medium	regular	high	low	high	low	high range, low melee	fast	AGI, INT
Support	high	medium	low	regular	high	medium	high	low	low	regular	INT, LOG, CHA

ARTILLERY (area damage)

Artillery	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	SPEED	Damage (area)	INT
5d6	4d6	4d6	3d6	20	11	11	15	2	4	2d6 (7)	8 (3d6)
6d6	4d6	4d6	4d6	24	14	14	18	4	4	2d6+2 (9)	10 (4d6)
7d6	5d6	5d6	4d6	28	17	17	21	6	5	3d6 (11)	12 (4d6)
8d6	5d6	5d6	4d6	32	20	20	24	6	5	3d6+2 (13)	14 (4d6)
9d6	6d6	6d6	5d6	36	23	23	27	8	5	4d6 (14)	16 (5d6)
10d6	6d6	6d6	5d6	40	26	26	30	8	6	4d6+2 (16)	18 (5d6)
11d6	7d6	7d6	5d6	44	29	29	33	8	6	5d6 (18)	20 (5d6)
12d6	7d6	7d6	6d6	48	32	32	36	10	6	5d6+2 (20)	22 (6d6)

BRUTE (high single damage)

Brute	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	SPEED	Damage	STR/END
5d6	3d6	5d6	5d6	40	11	20	11	4	4	3d6+3 (14)	8 (3d6)
6d6	4d6	6d6	6d6	48	14	24	14	8	4	4d6 (14)	10 (4d6)
7d6	4d6	7d6	7d6	56	17	28	17	12	5	4d6+3 (17)	12 (4d6)
8d6	4d6	8d6	8d6	64	20	32	20	12	5	5d6 (18)	14 (4d6)
9d6	5d6	9d6	9d6	72	23	36	23	15	5	5d6+3 (21)	16 (5d6)
10d6	5d6	10d6	10d6	80	26	40	26	15	6	6d6 (21)	18 (5d6)
11d6	5d6	11d6	11d6	88	29	44	29	15	6	6d6+3 (24)	20 (5d6)
12d6	6d6	12d6	12d6	96	32	48	32	20	6	7d6 (25)	22 (6d6)

EXPERT (non-combat skills)

Expert	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	SPEED	Damage	LOG
5d6	3d6	4d6	4d6	20	11	11	20	0	5	2d6 (7)	8 (3d6)
6d6	4d6	4d6	4d6	24	14	14	24	0	6	2d6+2 (9)	10 (4d6)
7d6	4d6	4d6	4d6	28	17	17	28	0	6	3d6 (11)	12 (4d6)
8d6	4d6	5d6	5d6	32	20	20	32	0	6	3d6+2 (13)	14 (4d6)
9d6	5d6	5d6	5d6	36	23	23	36	0	7	4d6 (14)	16 (5d6)
10d6	5d6	5d6	5d6	40	26	26	40	0	7	4d6+2 (16)	18 (5d6)
11d6	5d6	6d6	6d6	44	29	29	44	0	7	5d6 (18)	20 (5d6)
12d6	6d6	6d6	6d6	48	32	32	48	0	8	5d6+2 (20)	22 (6d6)

MOOK (cannon-fodder)

Mook	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	SPEED	Damage
5d6	3d6	3d6	3d6	10	11	11	11	0	5	2d6 (7)
6d6	4d6	4d6	4d6	12	14	14	14	0	6	2d6+2 (9)
7d6	4d6	4d6	4d6	14	17	17	17	0	6	3d6 (11)
8d6	4d6	4d6	4d6	16	20	20	20	0	6	3d6+2 (13)
9d6	5d6	5d6	5d6	18	23	23	23	0	7	4d6 (14)
10d6	5d6	5d6	5d6	20	26	26	26	0	7	4d6+2 (16)
11d6	5d6	5d6	5d6	22	29	29	29	0	7	5d6 (18)
12d6	6d6	6d6	6d6	24	32	32	32	0	8	5d6+2 (20)

NINJA (fast melee)

Ninja	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	SPEED	Damage (melee)	AGI
5d6	5d6	4d6	5d6	40	15	20	15	2	7	3d6+3 (14)	8 (3d6)
6d6	6d6	4d6	6d6	48	18	24	18	4	7	4d6 (14)	10 (4d6)
7d6	7d6	5d6	7d6	56	21	28	21	6	8	4d6+3 (17)	12 (4d6)
8d6	8d6	5d6	8d6	64	24	32	24	6	8	5d6 (18)	14 (4d6)
9d6	9d6	6d6	9d6	72	27	36	27	8	9	5d6+3 (21)	16 (5d6)
10d6	10d6	6d6	10d6	80	30	40	30	8	9	6d6 (21)	18 (5d6)
11d6	11d6	7d6	11d6	88	33	44	33	8	10	6d6+3 (24)	20 (5d6)
12d6	12d6	7d6	12d6	96	36	48	36	10	10	7d6 (25)	22 (6d6)

SKIRMISHER (single ranged damage)

Skirmisher	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	SPEED	Damage (ranged)	AGI, INT
5d6	4d6	5d6	4d6	20	20	11	20	2	7	3d6+3 (14)	8 (3d6)
6d6	4d6	6d6	4d6	24	24	14	24	4	7	4d6 (14)	10 (4d6)
7d6	5d6	7d6	5d6	28	28	17	28	6	8	4d6+3 (17)	12 (4d6)
8d6	5d6	8d6	5d6	32	32	20	32	6	8	5d6 (18)	14 (4d6)
9d6	6d6	9d6	6d6	36	36	23	36	8	9	5d6+3 (21)	16 (5d6)
10d6	6d6	10d6	6d6	40	40	26	40	8	9	6d6 (21)	18 (5d6)
11d6	7d6	11d6	7d6	44	44	29	44	8	10	6d6+3 (24)	20 (5d6)
12d6	7d6	12d6	7d6	48	48	32	48	10	10	7d6 (25)	22 (6d6)

SUPPORT (healing, buffs)

Support	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	SPEED	Damage	INT, LOG, CHA
5d6	5d6	4d6	4d6	20	20	15	20	2	5	2d6 (7)	8 (3d6)
6d6	6d6	4d6	4d6	24	24	18	24	4	6	2d6+2 (9)	10 (4d6)
7d6	7d6	5d6	5d6	28	28	21	28	6	6	3d6 (11)	12 (4d6)
8d6	8d6	5d6	5d6	32	32	24	32	6	6	3d6+2 (13)	14 (4d6)
9d6	9d6	6d6	6d6	36	36	27	36	8	7	4d6 (14)	16 (5d6)
10d6	10d6	6d6	6d6	40	40	30	40	8	7	4d6+2 (16)	18 (5d6)
11d6	11d6	7d6	7d6	44	44	33	44	8	7	5d6 (18)	20 (5d6)
12d6	12d6	7d6	7d6	48	48	36	48	10	8	5d6+2 (20)	22 (6d6)

6d6	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	SPEED	Damage	Attribute at 10 (4d6)	Other Attributes
Artillery	4d6	4d6	4d6	24	14	14	18	4	4	2d6+2 (9)	INT	7 (3d6)
Brute	4d6	6d6	6d6	48	14	24	14	8	4	4d6 (14)	STR, END	7 (3d6)
Expert	4d6	4d6	4d6	24	14	14	24	0	6	2d6+2 (9)	LOG	7 (3d6)
Mook	4d6	4d6	4d6	12	14	14	14	0	6	2d6+2 (9)	-	7 (3d6)
Ninja	6d6	4d6	6d6	48	18	24	18	4	7	4d6 (14)	AGI	7 (3d6)
Support	6d6	4d6	4d6	24	24	18	24	4	6	2d6+2 (9)	INT, LOG, CHA	7 (3d6)
7d6	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	SPEED	Damage	Attribute at 12 (4d6)	Other Attributes
Artillery	5d6	5d6	4d6	28	17	17	21	6	5	3d6 (11)	INT	8 (3d6)
Brute	4d6	7d6	7d6	56	17	28	17	12	5	4d6+3 (17)	STR, END	8 (3d6)
Expert	4d6	4d6	4d6	28	17	17	28	0	6	3d6 (11)	LOG	8 (3d6)
Mook	4d6	4d6	4d6	14	17	17	17	0	6	3d6 (11)	-	8 (3d6)
Ninja	7d6	5d6	7d6	56	21	28	21	6	8	4d6+3 (17)	AGI	8 (3d6)
Support	7d6	5d6	5d6	28	28	21	28	6	6	3d6 (11)	INT, LOG, CHA	8 (3d6)
Skirmisher	5d6	7d6	5d6	28	28	17	28	6	8	4d6+3 (17)	AGI, INT	8 (3d6)
8d6	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	SPEED	Damage	Attribute at 14 (4d6)	Other Attributes
Artillery	5d6	5d6	4d6	32	20	20	24	6	5	3d6+2 (13)	INT	9 (3d6)
Brute	4d6	8d6	8d6	64	20	32	20	12	5	5d6 (18)	STR, END	9 (3d6)
Expert	4d6	5d6	5d6	32	20	20	32	0	6	3d6+2 (13)	LOG	9 (3d6)
Mook	4d6	4d6	4d6	16	20	20	20	0	6	3d6+2 (13)	-	9 (3d6)
Ninja	8d6	5d6	8d6	64	24	32	24	6	8	5d6 (18)	AGI	9 (3d6)
Skirmisher	5d6	8d6	5d6	32	32	20	32	6	8	5d6 (18)	AGI, INT	9 (3d6)
Support	8d6	5d6	5d6	32	32	24	32	6	6	3d6+2 (13)	INT, LOG, CHA	9 (3d6)

9d6	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	SPEED	Damage	Attribute at 15 (5d6)	Other Attributes
Artillery	6d6	6d6	5d6	36	23	23	27	8	5	4d6 (14)	INT	10 (4d6)
Brute	5d6	9d6	9d6	72	23	36	23	15	5	5d6+3 (21)	STR, END	10 (4d6)
Expert	5d6	5d6	5d6	36	23	23	36	0	7	4d6 (14)	LOG	10 (4d6)
Mook	5d6	5d6	5d6	18	23	23	23	0	7	4d6 (14)	-	10 (4d6)
Ninja	9d6	6d6	9d6	72	27	36	27	8	9	5d6+3 (21)	9d6	10 (4d6)
Support	9d6	6d6	6d6	36	36	27	36	8	7	4d6 (14)	9d6	10 (4d6)
10d6	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	SPEED	Damage	Attribute at 18 (5d6)	Other Attributes
Artillery	6d6	6d6	5d6	40	26	26	30	8	6	4d6+2 (16)	INT	11 (4d6)
Brute	5d6	10d6	10d6	80	26	40	26	15	6	6d6 (21)	STR, END	11 (4d6)
Expert	5d6	5d6	5d6	40	26	26	40	0	7	4d6+2 (16)	LOG	11 (4d6)
Mook	5d6	5d6	5d6	20	26	26	26	0	7	4d6+2 (16)	-	11 (4d6)
Ninja	10d6	6d6	10d6	80	30	40	30	8	9	6d6 (21)	AGI	11 (4d6)
Support	10d6	6d6	6d6	40	40	30	40	8	7	4d6+2 (16)	INT, LOG, CHA	11 (4d6)
11d6	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	SPEED	Damage	Attribute at 20 (5d6)	Other Attributes
Artillery	7d6	7d6	5d6	44	29	29	33	8	6	5d6 (18)	INT	12 (4d6)
Brute	5d6	11d6	11d6	88	29	44	29	15	6	6d6+3 (24)	STR, END	12 (4d6)
Expert	5d6	6d6	6d6	44	29	29	44	0	7	5d6	LOG	12 (4d6)
Mook	5d6	5d6	5d6	22	29	29	29	0	7	5d6 (18)	-	12 (4d6)
Ninja	11d6	7d6	11d6	88	33	44	33	8	10	6d6+3 (24)	AGI	12 (4d6)
Skirmisher	7d6	11d6	7d6	44	44	29	44	8	10	6d6+3 (24)	AGI, INT	12 (4d6)
Support	11d6	7d6	7d6	44	44	33	44	8	7	5d6 (18)	INT, LOG, CHA	12 (4d6)

12d6	INITIATIVE Pool	Ranged Attack Pool	Melee Attack Pool	HEALTH	RANGED DEFENSE	MELEE DEFENSE	MENTAL DEFENSE	SOAK	SPEED	Damage	Attribute at 22 (6d6)
Artillery	7d6	7d6	6d6	48	32	32	36	10	6	5d6+2 (20)	INT
Brute	6d6	12d6	12d6	96	32	48	32	20	6	7d6 (25)	STR, END
Expert	6d6	6d6	6d6	48	32	32	48	0	8	5d6+2 (20)	LOG
Mook	6d6	6d6	6d6	24	32	32	32	0	8	5d6+2 (20)	-
Ninja	12d6	7d6	12d6	96	36	48	36	10	10	7d6 (25)	AGI
Skirmisher	7d6	12d6	7d6	48	48	32	48	10	10	7d6 (25)	AGI, INT
Support	12d6	7d6	7d6	48	48	36	48	10	8	5d6+2 (20)	INT, LOG, CHA

QUICK GENERIC SPECIAL ABILITIES

Below are some generic special abilities. While NPCs should have more specific, interesting abilities, these work as a very basic set. **You won't need all of the options below, but choose one or two.** They are designed to be simple to use, and may be more simple than equivalent PC actions.

Artillery

- **Burst.** Burst damage with specified radius (see master table). Attack all within area (make one attack roll).

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'.

Expert

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

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.

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.
- **Battlefield.** Create difficult terrain in a burst area radius.