

Creature Build

Man-sized and smaller +0 to be hit

Large +1 to be hit

Giant +2 to be hit

Huge +3 to be hit

Each will have a pool of starting Base Stat points to work from (similar to the character build formula). After that, players will be able to customize based on size. However, the number of boxes will remain constant unless they spend points to change it. For example, Giant and Huge will be the only ones with more than 1 head box. The other two will only have one so that there is the chance for the surprise kill.

The points to build the base stats will also be used for the DR of each location. So if a Giant creature had 40 points, it would have to be split between stats and DR.

The charts for building would look like this:

Man-Sized and Smaller Biped (35; Minimum 8 on DR)

Head DR=2	Brains			
Torso DR=2	Brawn Guts	Brawn-2 Guts-2		
Arms DR=2	Blade Bow	Blade-1 Bow-1	Blade-3 Bow-3	
Legs DR=2	Dodge Speed	Dodge-1 Speed-2	Dodge-2 Speed-4	

Man-Sized and Smaller Quadraped

Head DR=2	Brains				
Torso DR=2	Brawn Guts Blade	Brawn-1 Guts-1 Blade-1	Brawn-2 Guts-2 Blade-2		
Legs DR=2	Dodge Speed	Dodge-1 Speed-1	Dodge-1 Speed-2	Dodge-2 Speed-3	Dodge-2 Speed-3

Man-Sized and Smaller Legless

Head DR=2	Brains				
Torso DR=2	Brawn Guts Blade Dodge Speed	Brawn-1 Guts-2 Blade-1 Dodge-1 Speed-1	Brawn-1 Guts-2 Blade-2 Dodge-2 Speed-2	Brawn-2 Guts-3 Blade-2 Dodge-2 Speed-3	Brawn-3 Guts-4 Blade-3 Dodge-3 Speed-4

Large Biped (40; Minimum 12 on DR)

Head DR=2	Brains					
Torso DR=2	Brawn Guts	Brawn-1 Guts-1	Brawn-2 Guts-2	Brawn-3 Guts-3		
Arms DR=2	Blade Bow	Blade Bow-1	Blade-1 Bow-2	Blade-2 Bow-2	Blade-3 Bow-3	
Legs DR=2	Dodge Speed	Dodge-1 Speed-1	Dodge-2 Speed-2	Dodge-3 Speed-3	Dodge-3 Speed-4	

Large Quadraped

Head DR=2	Brains						
Torso DR=2	Brawn Guts Blade	Brawn Guts-1 Blade-1	Brawn-1 Guts-2 Blade-1	Brawn-1 Guts-3 Blade-2	Brawn-2 Guts-3 Blade-2		
Legs DR=2	Dodge Speed	Dodge Speed	Dodge-1 Speed-1	Dodge-2 Speed-2	Dodge-2 Speed-3	Dodge-3 Speed-4	Dodge-3 Speed-4

Large Legless

Head DR=2	Brains						
Torso DR=2	Brawn Guts Blade Dodge Speed	Brawn Guts-1 Blade Dodge-1 Speed-1	Brawn-1 Guts-2 Blade-2 Dodge-1 Speed-2	Brawn-1 Guts-2 Blade-2 Dodge-2 Speed-3	Brawn-2 Guts-3 Blade-3 Dodge-2 Speed-3	Brawn-2 Guts-3 Blade-3 Dodge-3 Speed-3	Brawn-3 Guts-4 Blade-4 Dodge-3 Speed-4

Giant Biped (45; Minimum 16 on DR)

Head DR=2	Brains	Brains-2				
Torso DR=2	Brawn Guts	Brawn-1 Guts-1	Brawn-2 Guts-2	Brawn-3 Guts-2	Brawn-3 Guts-4	
Arms DR=2	Blade Bow	Blade Bow-1	Blade-1 Bow-2	Blade-2 Bow-2	Blade-2 Bow-3	Blade-3 Bow-4
Legs DR=2	Dodge Speed	Dodge-1 Speed-1	Dodge-2 Speed-2	Dodge-2 Speed-3	Dodge-3 Speed-4	Dodge-3 Speed-5

Giant Quadraped

Head DR=2	Brains	Brains-2					
Torso DR=2	Brawn Guts Blade	Brawn-1 Guts-1 Blade	Brawn-2 Guts-1 Blade-1	Brawn-2 Guts-2 Blade-2	Brawn-3 Guts-2 Blade-3	Brawn-4 Guts-3 Blade-3	
Legs	Dodge	Dodge-1	Dodge-1	Dodge-2	Dodge-2	Dodge-3	Dodge-3 Dodge-4

DR=2	Speed	Speed-1	Speed-2	Speed-2	Speed-3	Speed-4	Speed-5	Speed-6
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Giant Legless

Head	Brains	Brains-2							
Torso DR=2	Brawn Guts Blade Dodge Speed	Brawn Guts-1 Blade Dodge-1 Speed-1	Brawn-1 Guts-2 Blade-2 Dodge-1 Speed-1	Brwn-1 Guts-2 Blade-2 Ddge-2 Speed-2	Brawn-2 Guts-3 Blade-3 Dodge-2 Speed-2	Brawn-2 Guts-3 Blade-3 Dodge-3 Speed-3	Brawn-3 Guts-4 Blade-3 Dodge-3 Speed-3	Brawn-3 Guts-4 Blade-4 Dodge-4 Speed-4	Brawn-4 Guts-4 Blade-4 Dodge-4 Speed-5

Huge Biped (50; Minimum 20 on DR)

Head DR=2	Brains	Brains-2							
Torso DR=2	Brawn Guts	Brawn-1 Guts-1	Brawn-2 Guts-2	Brawn-2 Guts-2	Brawn-3 Guts-3	Brawn-4 Guts-4			
Arms DR=2	Blade Bow	Blade Bow-1	Blade-1 Bow-2	Blade-1 Bow-2	Blade-2 Bow-3	Blade-2 Bow-3	Blade-3 Bow-4		
Legs DR=2	Dodge Speed	Dodge-1 Speed-1	Dodge-1 Speed-2	Dodge-2 Speed-3	Dodge-2 Speed-4	Dodge-3 Speed-5	Dodge-4 Speed-6		

Huge Quadraped

Head DR=2	Brains	Brains-2								
Torso DR=2	Brawn Guts Blade	Brawn Guts-1 Blade	Brawn-1 Guts-2 Blade-1	Brawn-2 Guts-2 Blade-2	Brawn-2 Guts-3 Blade-2	Brawn-3 Guts-4 Blade-3	Brawn-4 Guts-4 Blade-3			
Legs DR=2	Dodge Speed	Dodge-1 Speed	Dodge-1 Speed-1	Dodge-2 Speed-2	Dodge-2 Speed-3	Dodge-3 Speed-4	Dodge-3 Speed-4	Dodge-4 Speed-5	Dodge-4 Speed-6	

Huge Legless

Head DR=2	Brains	Brains-2								
Torso DR=2	Brawn Guts Blade Dodge Speed	Brawn Guts-1 Blade Dodge-1 Speed-1	Brawn-1 Guts-1 Blade-1 Dodge-2 Speed-2	Brawn-1 Guts-2 Blade-2 Dodge-2 Speed-2	Brawn-1 Guts-2 Blade-2 Dodge-2 Speed-3	Brawn-2 Guts-2 Blade-3 Dodge-3 Speed-3	Brawn-2 Guts-3 Blade-3 Dodge-3 Speed-4	Brawn-3 Guts-3 Blade-4 Dodge-3 Speed-5	Brawn-4 Guts-4 Blade-4 Dodge-4 Speed-6	Brawn-4 Guts-4 Blade-5 Dodge-4 Speed-6

If because of stat placement, the stat is reduced to below 1, it becomes 1. So if you gave your giant slug a Dodge of 1, it would be 1,1,1,1

Each size also gets a number of abilities that can be split between special abilities, armor and weapons. A model may never receive more than +3 in any one ability. So a model that spends 3 of its points on Brawler would have Brawler +3. Four points or more could not be spent. This restriction does not apply to armor. A player can add as much additional armor as they like.

All abilities cost 1 point with the exception of Poison and Zombie, which cost 2. An additional box can be added to any location for the cost of 2 Ability Points.

When creating creatures, players should not feel the need to spend all the points and should make the creature representative of what the scenario calls for.

Man-sized and smaller 5 Ability Points
 Large 10 Ability Points
 Giant 15 Ability Points
 Huge 20 Ability Points

In addition, all creatures will have a Weak Point. This is similar to the rule from .45 Adventure. However, in order to discover the weak point on a creature, a model must take a Grade stat test. The player rolls a d10 and adds the Grade level of the model attempting to spot a weak point. Only models that have attacked a creature in close combat can attempt this test. The exception being, models with Savant or Professorship can also attempt it if they spend an action to do so.

Once a Weak Point has been discovered, the player should determine if the weak point is the Head or Torso. Roll a d10. On a 1-2, it is the Head, on a 3-10 it is the Torso. All hits to that location by any model from that player's team are considered to have WSx2.

Example: The Mad Boar of Midmarch

I wanted to create a Large Boar that terrorizes the woodlands. It is basically designed to score maximum carnage by charging (Rush Attack) and does not bother much with finesse (Dodge=3). Two tusk attacks (Flurry of Blows +1) for maximum damage (Ferocious +3). And it's terrifying cry as it charges can cause peasants and the less experienced to quake in their boots (Cause Fear Grade 1). Its thick skull and well muscled body mean killing it can be difficult (Head and Torso armor +2).

Large Quadraped (40 points, 12 in DR)

Head	Brains=1						
Torso	Brawn=5 Guts=8 Blade=4	Brawn=5 Guts=7 Blade=3	Brawn=4 Guts=6 Blade=3	Brawn=4 Guts=5 Blade=2	Brawn=3 Guts=5 Blade=2		
Legs	Dodge=3 Speed=7	Dodge=3 Speed=7	Dodge=2 Speed=6	Dodge=2 Speed=5	Dodge=2 Speed=4	Dodge=3 Speed=3	Dodge=3 Speed=3

DR=6 in all locations

Special Ability purchases

Head Armor +2

Torso Armor +2

Ferocious +3

Flurry of Blows +1

Rush Attack

Cause Fear Grade 1