Black Rose Bestiary

Notes for understanding

This section that contains information that are required to understand but would be explained in other parts of the finished game document.

- Check: Any d20 roll to determine the outcome of an event. This includes attack rolls, ability checks, and saving throws.
- Critical Failure: Any check where either a 1 is rolled on the d20 or where the result is 10 or more below the DC of the check. On a critically failed attack roll you are flatfooted for 1 round.
- Critical success: Any check where the result is 10 or more above the DC. On a critical success on an attack roll you double the damage dealt.
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- Skill checks use a combination, at most one of these can be a knowledge skill (similar to pathfinders lore). For example, to roll stealth to sneak up to a target a sniper might use a combination of stealth+terrain knowledge.
- All checks are against a flat Difficulty Class (DC)
- Multiple roll penalty (MRP): all rolls of the same type take a penalty based on how many rolls were made.

MRP Penalty	Standard	Agile
1st roll	0	0
2nd roll	5	3
3rd+ roll	10	6

As such if a sniper makes 2 attacks the second attack takes a -5 penalty while if they make a second finesse save or a second attempt at stealthing they also take a -5 penalty.

- 3 actions + a reaction per turn.
- All rolls are against a flat DC.
- Flat check: a check with no bonuses or penalties to the roll vs a DC.
- Explode: When you roll a dice and roll the highest number, roll another dice of the same size. Repeat until you no longer roll the highest on a dice.

Persistent damage

Persistent damage does not occur the instant it is applied. Instead, it takes effect at the end of a creatures turn, after which it must make a DC 15 flat check ending the effect on a success. The creature can decrease the DC by -5 using a particularly effective action as determined by your GM (such as dousing themselves with water to end persistent fire damage). Another creature may also use an action to perform a similar action to give the same bonus. A creature cannot willingly fail the save against this effect.

If multiple sources would cause the same persistent damage effect, the effects stack. In this way a creature can inflict 2d4 bleeding on one turn and then on the next inflict another 2d4 bleeding for a total of 4d4 bleeding. However, if the bleeding creature then succeeds its save against the bleed effect both go away.

Due to the fact that persistent damage continues until the creature saves or is killed, persistent damage will continue, even after the spell or effect which caused it has ended.

Damage type

Whenever you critically hit with an attack roll using either a weapon attack or your target critically fails a basic saving throw they are subjected to an additional effect as determined by the damage type. If you would deal two or more different damage types you can choose only one. Some damage types have effects that apply to all damage or attack rolls.

All exotic damage types can only be chosen for spells and attacks under specific circumstances.

Damage type	Effect
Physical	
Bludgeoning	On a critical hit your target takes a -3 to all damage rolls until the start of your next turn.
Piercing	On a critical hit your attack rolls for the rest of this turn have the agile property and the target of your attack is flatfooted until the end of your turn.
Slashing	On a critical hit this attack roll does not count against your MRP and all dice explode.
Sonic	On a critical hit the target is flatfooted until the start of your next turn.
Elemental	
Fire	On a critical hit you deal an additional 1d4 persistent fire damage
Frost	On a critical hit the target must make a Grit save against your spell DC or be enfeebled until the start of your next turn.
Lightning	On a critical hit the target has half speed until the end of their next turn and their first attack roll on their turn has misfortune(1)
Acid	You deal an additional 1d4 acid damage and the target is flatfooted until the end of their next turn.
Poison	On a critical hit the target is poisoned until the start of your next turn.
Exotic	
Mental	On a regular hit or failed save, the target must make a mind save against your spell DC or become poisoned for 1 round. On a critical failure you must make the save.

Bleed	Provided the target has blood or equivalent, at the GMs determination, the target takes persistent damage.
Holy	Living Creatures without vulnerability to holy damage take no damage from this damage type, instead they heal for an equal amount.

Terminology

Basic: This is a basic 1 action attack that can be used an unlimited number of times.

Boost(X): This is an attack that uses X actions and can only be used once per turn. It comes with a second basic attack. You can only use this second basic attack on the same turn you use its corresponding Boost and if you use the normal basic attack you cannot use the Boost ability.

Y Surge(X): This is an attack you can use Y times per fight as X action attack.

Serpentine: Has 2 dimensions. The first is the number of squares the creature occupies and the second is its size for things such as grapple. Players that are more than 1 meter away from the head can treat the creature as flatfooted to their melee attacks within 1 meter. Players are also able to grapple each segment. Doing so results in that segment only being unable to move.

Flurry (X): You make X attacks, increasing your MRP as normal for each

Volley (X): You make X attacks, increasing your MRP only after all attacks are made.

Swarm: 4 monsters or NPCs is the equivalent of 1 PC

Foe: 1 monster or NPC is the equivalent of 1 PC

Nemesis: 1 monster or NPC is the equivalent of 2 PCs

Alpha: 1 monster or NPC is the equivalent of 4 PCs

Elder: 1 monster or NPC is the equivalent of 6 PCs

Mindless: Mindless creatures are immune to mental damage and automatically critically succeed any Mind Saving throws

Ravager: High damage output with various attack styles, including melee, ranged, burst, and crowd control. Weak defenses.

Guardian: powerful defense, weak offense.

Marauder: Marauders are versatile and adaptable foes, known for their balanced approach to combat. They possess moderate damage output, defenses, and abilities, making them well-rounded adversaries. Moderate defense, moderate offense, moderate abilities.

Harbinger: Combines roles of support, summoning, tactical maneuvers, and debuffing, providing versatile battlefield control and assistance. Versatile support.

Interpreting listing

Effect: base+Y/X+W(ZL)

Base is the number of the value at level 1.

Y/X is the increase of Y every X levels.

W(ZL) is an increase of W at level Z.

Saving throws

Terrible: -4 below moderate

Low: -2 below moderate

Moderate: 6+1/5+2/6

High: +2 above moderate

Extreme: +4 above moderate

Humanoid

Sniper

Humanoid Nemesis Ravager:

Saves: Grit: Moderate

       Finesse: High

       Mind: Moderate

       Presence: Low

AC: 16+1/5+1/6

HP: 51+1/Level+3/5+4/6+11(15L)+7(20L)

Basic Attack: Range Increment 5m, Attack: 10+1/5+1/6+1(15L), Damage: 2.5+2/level+1/4+1/5

Snipe: Boost(2): Range increment 5m (or reduce damage by 4.5 for each additional 5m range increment)

       Attack: 8+3/5, Damage: 7.5+4/Level+2/6+5(12L)+5.5(18L)

       Basic: Attack: 8+2/5, Damage: 1.5+2/Level+1/6+2.5(12L)+5.5(18L)

Skills:

Stealth: 6+2(2L)+1/5+1/6

Terrain Knowledge: 6+2(2L)+1/5+1/6

Additional skills:

1/4 which use the following formula: 6+1/5+1/6

Or

2/4 which use the following formula: 4+1/5

Alterations

Below are a list of alterations that can be made to foes.

Attacks

Attack values can be replaced after being calculated. For example, a sniper with a basic attack of +8 can instead have any of the listed attack bonus/save DCs or an associated agile attack bonus.

Attack Values	Attack bonus/save DC	Agile attack bonus	Attack Values	Attack bonus/save DC	Agile attack bonus
-5	Single attack: -5 Pass/fail DC: -3 Basic Save DC:-10	Single attack: -6	8	Single attack:+8 Flurry(2): +3 Flurry(3): +2 Volley(2): +1 Volley(3): +0 Pass/fail DC: 16 Basic Save DC: 7	Single attack: +6 Flurry(1): +2 Flurry(2): +0 Flurry(3): -1 Volley(2): -1
-4	Single attack:-4 Pass/fail DC: -2 Basic Save DC: -9	Single attack:-5	9	Single attack:+9 Flurry(1): +5 Volley(1):+4 Pass/fail DC: 20 Basic Save DC: 9	Single attack: +7 Flurry(1): +3 Volley(1): +2 Volley(3): -2
-3	Single attack: -3 Pass/fail DC: -1 Basic Save DC: -8	Single attack:-4	10	Single attack:+10 Flurry(1): +6 Flurry(2): +4 Flurry(3): +3 Volley(2): +2 Basic Save DC: 10	Single attack:+8 Flurry(2): +1 Volley(2): 0
-2	Single attack: -2 Pass/fail DC: 0 Basic Save DC: -7	Single attack:-4	11	Single attack:+11 Volley(1): +5 Volley(3): +1	Single attack: +9 Flurry(1): +4 Flurry(3): +0 Volley(1): +3

				Basic Save DC: 11	Volley(3): -1
-1	Single attack: -1 Pass/fail DC: 1 Basic Save DC: -6	Single attack:-3	12	Single attack:+12 Flurry(1): +7 Flurry(2): +5 Volley(1): +6 Basic Save DC: 12	Single attack:+10 Flurry(2): +2 Volley(1): +4
0	Single attack: 0 Flurry: -1 Volley(1): -2 Pass/fail DC: 2 Basic Save DC: -4	Single attack: -2 Flurry(1): -3 Volley(1): -4	13	Single attack:+13 Flurry(1): +8 Flurry(3): +4 Volley(2): +3 Basic Save DC: 13	Single attack:+11 Flurry(1): +5 Volley(2): +1
1	Single attack: +1 Flurry(1): 0 Volley(2): -3 Pass/fail DC: 4 Basic Save DC: -2	Single attack: -1 Flurry(1): -3 Volley(1): -3	14	Single attack:+14 Flurry(2): +6 Volley(1): +7 Basic Save DC: 15	Single attack:+12 Flurry(2): +3 Flurry(3): +1 Volley(1): +5
2	Single attack: +2 Flurry(1): +1 Flurry(2): 0 Volley(1): 0 Volley(2): -2 Pass/fail DC: 5 Basic Save DC: 0	Single attack: 0 Flurry(1): -2 Flurry(2): -3 Volley(2): -4	15	Single attack:+15 Flurry(1): +9 Flurry(2): +6 Volley(2): +4 Volley(3): +2 Basic Save DC: 16	Single attack:+12 Flurry(1): +6 Volley(2): +2 Volley(3): 0
3	Single attack: +3 Flurry(1): +1 Volley(2): -1 Volley(3): -3 Pass/fail DC: 6 Basic Save DC: 1	Single attack: +1 Flurry(1): -1 Flurry(3): -3 Volley(1): -2	16	Single attack:+16 Flurry(3): +5 Volley(1): +8 Basic Save DC: 17	Single attack:+13
4	Single attack: +4 Flurry(1):+2 Flurry(2): +1 Volley(1): +1 Volley(3): -2 Pass/fail DC: 8 Basic Save DC: 2	Single attack: +2 Flurry(1): -1 Flurry(2): -2 Flurry(3): -3 Volley(1): -1 Volley(2): -3	17	Single attack:+17 Flurry(2): +7 Basic Save DC: 18	Single attack:+14 Flurry(2): +4 Flurry(3): +2 Volley(1): +6
5	Single attack: +5 Flurry(3): +1 Volley(2): 0 Volley(3): -1	Single attack: +3 Flurry(1): 0	19	Single attack:+19 Volley(3): +3	Single attack:+17 Volley(3): +1

	Pass/fail DC: 9 Basic Save DC: 3			Basic Save DC: 20	
6	Single attack:+6 Flurry(1): +3 Flurry(2): +2 Volley(1): +2 Pass/fail DC: 11 Basic Save DC: 5	Single attack: +4 Flurry(1): +1 Flurry(2): -1 Flurry(3): -2 Volley(1): 0 Volley(2): -2	20	Single attack:+20 Flurry(2): +8 Flurry(3): +6 Basic Save DC: 21	Single attack:+18 Flurry(2): +5 Volley(1): +7
7	Single attack:+7 Flurry(1): +4 Volley(1): +3 Pass/fail DC: 13 Basic Save DC: 6	Single attack: +5 Volley(1): +1 Volley(3): -3	22	Single attack:+22 Flurry(1): +11 Flurry(2): +8 Volley(1): +10 Basic Save DC: 23	Single attack:+19 Flurry(3): +3

Areas Of Effect

Game Masters who want to modify single-target damage abilities to create area of effect (AoE) attacks can refer to the chart below. This chart converts the damage values of single-target attacks into equivalent damage for various AoE shapes. For example, a single-target attack that deals 5 damage would instead be 3.5 damage when applied to a 1-meter radius sphere.

All damage numbers in the statblocks above are calculated using single target.

Single target	3m line	6m line	9m line	3m cone	6m cone	9m cone	1m sphere	3m sphere	6m sphere	9m sphere
5	5	2.5	1.6	4	2	1.25	3.5	1.2	0.6	0.4

Damage effects

The below chart shows the different effects that can be purchased against the damage based on the value listed. Bleed damage must be purchased using the persistent damage values.

Damage dice	Base	Explode	Persistent
Flat value	1	N/A	3
D4	2.5	3.3	7.4
D6	3.5	4.6	10.3
D8	4.5	6	13.3
D10	5.5	7.3	16.2
D12	6.5	8.6	19
Exotic Damage type	2	N/A	N/A