Monster Creation

Monsters have a variety of values and are defined by the number of monsters found in each encounter. Monsters have the Values of Defense/Aggression/Utility. Once a monster is defined they are then created by the GM.

Monster Categories

Construct

Monstrosities

Humanoid

Fiend

Celestial

Beast

Undead

Monster size

Tiny -2/+1/+1/+1

Small -1/+1/0/0

Medium 0/0/0/0

Large +1/+1/-1/-1

Huge +2/+1/-1/-1

Gigantic +2/+2/-2/-2

Monster Types

Level	Swarm	Pack/alpha	Apex	Pair	Ambush	Party
1	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker : Special:
2	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker : Special:

3	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker : Special:
4	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker : Special:
5	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker : Special:
6	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker : Special:
7	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker : Special:
8	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker : Special:
9	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker : Special:
10	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker : Special:
11	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker : Special:
12	Balanced: Defender: Berzerker:	Balanced: Defender: Berzerker:	Balanced: Defender: Berzerker:	Balanced: Defender: Berzerker:	Balanced: Defender: Berzerker:	Balanced: Defender:

	Special:	Special:	Special:	Special:	Special:	Berzerker: Special:
13	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:
14	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:
15	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:
16	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:
17	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:
18	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:
19	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:
20	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:	Balanced: Defender: Berzerker: Special:

Defense Abilities

Purchasing abilities is based on a creatures defensive value. AC Begins at 10 and can be increased at a rate of +1 AC per defense point and more defensive points can be purchased by reducing AC below this value to a minimum of 7 gaining 1 defense point per 1 AC. Likewise defensive points can be purchased by introducing weaknesses.

Level	Swarm (4 per pc)	Pack/Alpha	Apex (1 per 4 pc)	Pair (1 per 2 pc)	Ambush	Party (1 per pc)
1	+1 HP: 4 +1Resistance per damage type:2.25	HP: Resistance per damage type:	+4 HP: 1 +2Resistance per damage type: 0.3	+2 HP: 1 +1Resistance per damage type: 0.25	HP: Resistance per damage type:	+1 HP: 1 +1Resistance per damage type: 0.5
2	+1 HP: 3 +1Resistance per damage type: 1.75	HP: Resistance per damage type:	+5 HP: 1 +2Resistance per damage type: 0.2	+3 HP: 1 +2Resistance per damage type: 0.3	HP: Resistance per damage type:	+1 HP: 1 +1Resistance per damage type: 0.75
3	+1 HP: 2 +1Resistance per damage type: 1.5	HP: Resistance per damage type:	+7 HP: 1 +2Resistance per damage type: 0.2	+3 HP: 1 +1Resistance per damage type: 0.2	HP: Resistance per damage type:	+2 HP: 1 +1Resistance damage type: 0.25
4	+1 HP: 2 +1Resistance per damage type: 1.2	HP: Resistance per damage type:	+8 HP: 1 +2Resistance per damage type: 0.2	+4 HP: 1 +2Resistance per damage type: 0.3	HP: Resistance per damage type:	+2 HP: 1 +1Resistance per damage type: 0.25
5	+2 HP: 3 +1Resistance per damage type: 1	HP: Resistance per damage type:	+11 HP: 1 +4Resistance per damage type: 0.2	+5 HP: 1 +2Resistance per damage type: 0.25	HP: Resistance per damage type:	+3 HP: 1 +1Resistance per damage type: 0.2
6	+4 HP: 5 +1Resistance per damage type: 0.75	HP: Resistance per damage type:	+13 HP: 1 +4Resistance per damage type: 0.2	+6 HP: 1 +2Resistance per damage type: 0.2	HP: Resistance per damage type:	+3 HP: 1 +1Resistance per damage type: 0.2
7	+1 HP: 1 +1Resistance	HP: Resistance	+14 HP: 1 +4Resistance	+7 HP: 1 +2Resistance	HP: Resistance	+4 HP: 1 +1Resistance

	per damage type:0.75	per damage type:	per damage type: 0.2	per damage type: 0.2	per damage type:	per damage type: 0.2
8	+1 HP: 1 +1Resistance per damage type: 0.6	HP: Resistance per damage type:	+16 HP: 1 +4Resistance per damage type: 0.2	+8 HP: 1 +2Resistance per damage type: 0.2	HP: Resistance per damage type:	+4 HP: 1 +1Resistance per damage type: 0.2
9	+5 HP: 4 +1Resistance per damage type: 0.6	HP: Resistance per damage type:	+18 HP: 1 +6Resistance per damage type: 0.2	+9 HP: 1 +2Resistance per damage type: 0.2	HP: Resistance per damage type:	+4 HP: 1 +1Resistance per damage type: 0.2
10	+5 HP: 4 +1Resistance per damage type: 0.5	HP: Resistance per damage type:	+22 HP: 1 +6Resistance per damage type: 0.2	+11 HP: 1 +4Resistance per damage type: 0.2	HP: Resistance per damage type:	+5 HP: 1 +1Resistance per damage type: 0.2
11	+3 HP: 2 +1Resistance per damage type: 0.5	HP: Resistance per damage type:	+24 HP: 1 +6Resistance per damage type: 0.2	+11 HP: 1 +4Resistance per damage type: 0.2	HP: Resistance per damage type:	+6 HP: 1 +1Resistance per damage type: 0.1
12	+3 HP: 2 +1Resistance per damage type: 0.5	HP: Resistance per damage type:	+24 HP: 1 +6Resistance per damage type: 0.2	+12 HP: 1 +4Resistance per damage type: 0.2	HP: Resistance per damage type:	+6 HP: 1 +1Resistance per damage type: 0.1
13	+3 HP: 2 +1Resistance per damage type:0.5	HP: Resistance per damage type:	+24 HP: 1 +6Resistance per damage type: 0.2	+12 HP: 1 +4Resistance per damage type: 0.2	HP: Resistance per damage type:	+6 HP: 1 +1Resistance per damage type: 0.1
14	+3 HP: 2 +1Resistance per damage type: 0.5	HP: Resistance per damage type:	+26 HP: 1 +6Resistance per damage type: 0.2	+13 HP: 1 +4Resistance per damage type: 0.2	HP: Resistance per damage type:	+7 HP: 1 +1Resistance per damage type: 0.1
15	+2 HP: 1 +1Resistance per	HP: Resistance	+31 HP: 1 +10Resistance per damage type: 0.2	+15 HP: 1 +4Resistance per	HP: Resistance per	+8 HP: 1 +1Resistance per

	damage type: 0.4	Per damage type:		damage type: 0.2	damage type:	damage type: 0.1
16	+2 HP: 1 +1Resistance per damage type: 0.4	HP: Resistance per damage type:	+33 HP: 1 +10Resistance per damage type: 0.2	+16 HP: 1 +4Resistance per damage type: 0.2	HP: Resistance per damage type:	+8 HP: 1 +1Resistance per damage type: 0.1
17	+2 HP: 1 +1Resistance per damage type: 0.4	HP: Resistance per damage type:	+35 HP: 1 +10Resistance per damage type: 0.2	+17 HP: 1 +5Resistance per damage type: 0.2	HP: Resistance per damage type:	+9 HP: 1 +1Resistance per damage type: 0.1
18	+9 HP: 4 +1Resistance per damage type: 0.3	HP: Resistance per damage type:	+38 HP: 1 +10Resistance per damage type: 0.2	+19 HP: 1 +5Resistance per damage type: 0.2	HP: Resistance per damage type:	+10 HP: 1 +1Resistance per damage type: 0.1
19	+5 HP: 2 +1Resistance per damage type:0.3	HP: Resistance per damage type:	+40 HP: 1 +10Resistance per damage type: 0.2	+20 HP: 1 +5Resistance per damage type: 0.2	HP: Resistance per damage type:	+10 HP: 1 +1Resistance per damage type: 0.1
20	+3 HP: 1 +1Resistance per damage type: 0.25	HP: Resistance per damage type:	+46 HP: 1 +10Resistance per damage type: 0.2	+23 HP: 1 +6Resistance per damage type: 0.2	HP: Resistance per damage type:	+12 HP: 1 +1Resistance per damage type: 0.1

Aggressive abilities

P=Precision

BR=Brutal

BA=Balanced

Boost (unlimited powerful main attack and weaker secondary)

Swarm Attack	1action				2 action			
	Basic	Surge 1	Surge 2	Surge 3	Basic	Surge 1	Surge 2	Surge 3
A	P: BR:	P: BR:	P: BR:	P: BR:	P: BR:	P: BR:	P: BR:	P: BR:

	BA:	BA:	BA:	BA:	BA:	BA:	BA:	BA:
B	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
C	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
D	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
E	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
F	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
G	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
H	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
I	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
J	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
K	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
L	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
M	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
N	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
O	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
P	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
Q	P: BR:	P: BR:	P: BR:	P: BR:	P: BR:	P: BR:	P: BR:	P: BR:

	BA:	BA:	BA:	BA:	BA:	BA:	BA:	BA:
R	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
S	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
T	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
Attack	3 action				Boost			
	Basic	Surge 1	Surge 2	Surge 3	1 action	2 action	3 action	
A	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA: -2/4.5 -2/1	P: BR: BA:	P: BR: BA:	P: BR: BA:
B	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
C	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
D	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
E	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
F	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
G	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
H	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
I	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
J	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
K	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
L	P:	P:	P:	P:	P:	P:	P:	P:

	BR: BA:	BR: BA:	BR: BA:	BR: BA:	BR: BA:	BR: BA:	BR: BA:	BR: BA:
M	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
N	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
O	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
P	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
Q	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
R	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
S	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:
T	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:	P: BR: BA:

Attack Values	Attack bonus/save DC	Agile attack bonus
-5	Single attack: -5 Pass/fail DC: -3 Basic Save DC:-10	Single attack: -6
-4	Single attack:-4 Pass/fail DC: -2 Basic Save DC: -9	Single attack:-5
-3	Single attack: -3 Pass/fail DC: -1 Basic Save DC: -8	Single attack:-4
-2	Single attack: -2 Pass/fail DC: 0 Basic Save DC: -7	Single attack:-4
-1	Single attack: -1 Pass/fail DC: 1 Basic Save DC: -6	Single attack:-3
0	Single attack: 0	Single attack: -2

	Flurry: -1 Volley(1): -2 Pass/fail DC: 2 Basic Save DC: -4	Flurry(1): -3 Volley(1): -4
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
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
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
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
5	Single attack: +5 Flurry(3): +1 Volley(2): 0 Volley(3): -1 Pass/fail DC: 9 Basic Save DC: 3	Single attack: +3 Flurry(1): 0
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
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
8	Single attack:+8 Flurry(2): +3	Single attack: +6 Flurry(1): +2

	Flurry(3): +2 Volley(2): +1 Volley(3): +0 Pass/fail DC: 16 Basic Save DC: 7	Flurry(2): +0 Flurry(3): -1 Volley(2): -1
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
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
11	Single attack:+11 Volley(1): +5 Volley(3): +1 Basic Save DC: 11	Single attack: +9 Flurry(1): +4 Flurry(3): +0 Volley(1): +3 Volley(3): -1
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
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
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
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
16	Single attack:+16 Flurry(3): +5	Single attack:+13

	Volley(1): +8 Basic Save DC: 17	
17	Single attack:+17 Flurry(2): +7 Basic Save DC: 18	Single attack:+14 Flurry(2): +4 Flurry(3): +2 Volley(1): +6
19	Single attack:+19 Volley(3): +3 Basic Save DC: 20	Single attack:+17 Volley(3): +1
20	Single attack:+20 Flurry(2): +8 Flurry(3): +6 Basic Save DC: 21	Single attack:+18 Flurry(2): +5 Volley(1): +7
22	Single attack:+22 Flurry(1): +11 Flurry(2): +8 Volley(1): +10 Basic Save DC: 23	Single attack:+19 Flurry(3): +3

Utility Abilities

Level	Swarm	Pack/Queen	Alpha	Pair	Ambush	Party
1	HP: Resistance per damage type:	HP: Resistance per damage type:	HP: Resistance per damage type:	HP: +3 +1 Resistance per damage type:	HP: Resistance per damage type:	HP: 3 1 Resistance per damage type:
2	HP: Resistance (1)/ Vulnerability (1) per damage type:	HP: Resistance (1)/ Vulnerability (1) per damage type:	HP: Resistance (1)/ Vulnerability (1) per damage type:	HP: Resistance (1)/ Vulnerability (1) per damage type:	HP: Resistance (1)/ Vulnerability (1) per damage type:	HP: Resistance (1)/ Vulnerability (1) per damage type:
3	HP: Resistance (1)/	HP: Resistance (1)/	HP: Resistance (1)/	HP: Resistance (1)/	HP: Resistance (1)/	HP: Resistance (1)/

	Vulnerability (1) per damage type:	Vulnerability (1) per damage type:	Vulnerability (1) per damage type:	Vulnerability (1) per damage type:	Vulnerability (1) per damage type:	Vulnerability (1) per damage type:
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