

**Species, Breed:** Discretion of the game master

**Type:** Guard (city, town, or village)

**Class:** Discretion of the game master (mostly, a Guard is a warrior type). Commonly found among a group of Guards will be a spell-casters to enhance the success of the group.

**Align:** %Roll: 01-50: Evil; 51-00: Good (discretion of the G.M.)

**Gender:** %Roll: 01-50: Female; 51-00: Male

**Level:** As appropriate for the level within the zone (discretion of the G.M.)

**Number encountered:** 1-D6 +2

**Experience points:** 100 x level

**Characteristics:**

Awareness: 30

Charisma: 20

Constitution: 30

Coordination: 30

Dexterity: 30

Intelligence: 20

Mental-strength: 30

Strength: 30

Wisdom: 20

**Movement:**

Flying: Can't

Grounded: 12

Swimming: 4

**Luck:** 150

**Oxygen-points:** 90

**Blood-points:** 90

**Attack descriptions:**

1 Long sword: 2-D8 +2 / 2 spaces (10') / Sharp attack  
and:

2 Dagger: 1-D4 +3 / 1 space (5') / Sharp attack

**Defense:** 30

**Offense:** 30

**Damage-Points:** Roll 4-D20 + 1-D10 per level.

## Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 2-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 60+ to have 1-D8

Uncommon: 66+ to have 1-D6

Rare: 76+ to have 1

Legendary: 91+ to have 1-D8

## Description:

**Annihilation Strike?:** Yes

**Description:** Discretion of the game master. This will be whatever race type the G.M. wishes to create.

**Dislikes:** Discretion of the game master

**Disposition:** Discretion of the game master

**Fears:** Discretion of the game master

**Habitat:** All.

**Immunities:** Depending upon the race and what the G.M. wishes to give the Guard.

**Life-span:** As race type.

**Likes:** Discretion of the game master

**Needs:** Discretion of the game master

**Note:** Remember that each guard may be the same race, or a different race. It is wise to create Guards in advance that are more than just a basic creature sheet like this, but this Guard can be used with some adjustments.

**Special Abilities:** As race type and discretion of the game master

**Special defenses:** As race type and discretion of the game master

**Special offenses:** As race type and discretion of the game master

**Susceptibilities:** As race type and discretion of the game master

**Weapon susceptibility:** As race type and discretion of the game master