ENCOUNTERS

Inevitably, there will come a time when you have an encounter. Whether through the lassitude of misfortune or the grand design of an eon, the calculations of some unseen for of the machinations of a petty noble, you will find yourself faced with one or more somethings and it will be a fight, flight, or negotiation to overcome it.

In a given day, one is anticipated to stumble across half a dozen to a dozen of these moments, these experiences. Day in, day out, they seem to be unending and eternal and often the only escape from them is to hunker down in some pleasant circumstance until the boredom drives you forth once more to conquer the vicissitudes of an unfeeling and unflinching world.

Thankfully, such opportunities are also how we improve.

DETERMINING AN ENCOUNTER CR

Generally speaking, Wyrlde presumes that as one improves, one has more encounters on a daily basis, and uses experience points to determine that. The number of encounters per day is matched roughly to the amount of experience each member of a party should gain from an encounter.

Wyrlde has 60 CR levels. There are 3 CR levels for each of the character levels, representing degrees of challenge – this can make it easier to roughly figure out a CR goal for a given average party level.

To determine the Average Party Level, which is the levels of all the PCs added together and divided by the number of people in the party. This would include the CR, or Challenge Rating, of any companions, sidekicks, and NPCs that are on the side of the party. That is called the APL, or Average Party Level.

AVERAGE PARTY LEVEL TO AVERAGE CR LEVEL

APL	ACR	APL	ACR	APL	ACR	APL	ACR
1	1	6	8	11	16	16	23
2	2	7	10	12	17	17	25
3	4	8	11	13	19	18	26
4	5	9	13	14	20	19	28
5	7	10	14	15	22	20	29

ENCOUNTER DIFFICULTY

Encounters come in five types of difficulty. To determine the difficulty goal of a particular encounter, you have

Easy: ACR -2, these are encounters where the party should be able to handle them with some effort.

Simple: ACR -1, these encounters can look more difficult, but still be within the ability of two characters.

Typical: Equal to ACR, this is the encounter where multiple characters must be involved, and there is likely to be a need for healing afterward.

Hard: ACR +1, this kind of encounter is a real test of the capabilities of more than two members of the party, and may completely deplete ammunition, mana, and other resources, typically needing a rest afterwards.

Deadly: ACR +2, this kind of encounter is a challenge to the Players. It requires communication, knowing the strengths and weaknesses of the other players, and playing to them, using their combined skills to defeat the foe. A full party of five should be worried as they battle, for this kind of encounter will often mean death if they don't plan properly. Double the Experience point value for this encounter, if used.

Heroic/Legendary/Mythic/Iconic: ACR +3 to +6. These are the encounters that challenge everything about a PC, including teamwork, strategy, tactical thinking, resource usage, and overall is still a fight that is most likely to result in the death of the PCs. In general, it should take at least 5 1st Level PCs to handle a CR 7 creature and use everything they have. Use these very sparingly, at most once in a single degree of mastery. Surviving these kinds of encounters should provide boosts to Renown and Piety. Experience point awards if used should be 3, 4, 5, and 6 times the normal XP earned.

The APL, then is used to determine the basic challenge Goal for an encounter, and you can choose to "rule of thumb" a goal from above, or you can calculate a challenge goal.

The challenge goal is next determined by how much of a challenge the party is going to face. If you want to be more precise, you can use the Encounter Difficulty Table. Here, you cross reference the APL with the desired challenge.

On that Table, Level is APL = Average Party Level, and features the Degree of Mastery Groups. It also shows the number of Encounters per day, and the bare minimum amount of experience each PC should get from that encounter. It then lists out the five challenge points, and by cross referencing the level with the difficulty, you can gain the goal, or the ACR, which stands for Average Challenge Rating.

ENCOUNTER DIFFICULTY TABLE

	Level	No. of Encounters	XP / PC	Easy	Simple	Typical	Hard	Deadly	Heroic	Legend	Mythic	Iconic
Novice	1st	2	5	-2	-1	1	2	3	4	5	6	7
Novice	2nd	2	11	-1	1	2	3	4	5	6	7	8
Novice	3rd	3	17	1	2	3	4	5	6	7	8	9
Novice	4th	3	23	2	3	4	5	6	7	8	9	10
Yeoman	5th	4	35	3	4	5	6	7	8	9	10	11
Yeoman	6th	4	50	4	5	6	7	8	9	10	11	12
Yeoman	7th	4	80	5	6	7	8	9	10	11	12	13
Yeoman	8th	5	110	6	7	8	9	10	11	12	13	14
Adept	9th	5	140	7	8	9	10	11	12	13	14	15
Adept	10th	5	190	8	9	10	11	12	13	14	15	16
Adept	11th	6	250	9	10	11	12	13	14	15	16	17
Adept	12th	6	310	10	11	12	13	14	15	16	17	18
Master	13th	6	370	11	12	13	14	15	16	17	18	19
Master	14th	6	450	12	13	14	15	16	17	18	19	20
Master	15th	7	540	13	14	15	16	17	18	19	20	21
Master	16th	7	630	14	15	16	17	18	19	20	21	22
Grand Master	17th	7	720	15	16	17	18	19	20	21	22	23
Grand Master	18th	8	810	16	17	18	19	20	21	22	23	24
Grand Master	19th	8	900	17	18	19	20	21	22	23	24	25
Grand Master	20th	8	990	18	19	20	21	22	23	24	25	26

The ACR is your goal and affects the entre goal for the whole of the particular encounter – it is an average, so you can have stronger or Higher CR creatures in the encounter, but they have to be balanced by lower CR beings in a planned encounter.

NUMBER OF CREATURES

Most encounters involve a group of creatures. It is rare to encounter a solo creature, even in random encounters. The default number of beings encountered is determined by a ratio.

The number of creatures that a PC can face is determined by their level against the <u>final</u> CR for the creature they are facing. For the numbers less than one, you can reference the number of PCs required to face that character in the small table to the right, which converts those numbers. This table can also be used to determine how many common folk are needed to face a powerful foe.

This is expressed as a multiplier in the table below. For each Party member of a given level you cross check that with the final CR of the Creature and multiply the total number of people in the Party by the number shown.

When dealing with a Party of characters, the CR works off the average level of the characters.

Multiplier	Number of PCs per Opponent
.75	
.5	2 per
.33	3 per
.25	4 per
.20	5 per
.125	8 per
.1	10 per
.075	
.05	20 per
.033	30 per
.025	40 per
.020	50 per
.0125	60 per
.01	100 per

NUMBER OF OPPONENTS BY PC LEVEL AND CR.

CR	Norm 0	Novice 1-2	Novice 3-4	Yeoman 5-6	Yeoman 7-8	Adept 9-10	Adept 11-12	Master 13-14	Master 15-16	Grandmaster 17-18	Grandmaster 19-20
-5	1.5	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7
-4	1.25	2.25	2.75	3.25	3.75	4.25	4.75	5.25	5.75	6.25	6.75
-3	1	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5
-2	.75	1.75	2.25	2.75	3.25	3.75	4.25	4.75	5.25	5.75	6.25
-1	.5	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6
1	.33	1.25	1.75	2.25	2.75	3.25	3.75	4.25	4.75	5.25	5.75
2	.25	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5
3	.20	.75	1.25	1.75	2.25	2.75	3.25	3.75	4.25	4.75	5.25
4	.125	.5	1	1.5	2	2.5	3	3.5	4	4.5	5
5	.1	.33	.75	1.25	1.75	2.25	2.75	3.25	3.75	4.25	4.75
6	.075	.25	.5	1	1.5	2	2.5	3	3.5	4	4.5
7	.05	.20	.33	.75	1.25	1.75	2.25	2.75	3.25	3.75	4.25
8	.033	.125	.25	.5	1	1.5	2	2.5	3	3.5	4
9	.025	.1	.20	.33	.75	1.25	1.75	2.25	2.75	3.25	3.75
10	.020	.075	.125	.25	.5	1	1.5	2	2.5	3	3.5
11	.0125	.05	.1	.20	.33	.75	1.25	1.75	2.25	2.75	3.25
12	.01	.033	.075	.125	.25	.5	1	1.5	2	2.5	3

CR	Norm 0	Novice 1-2	Novice 3-4	Yeoman 5-6	Yeoman 7-8	Adept 9-10	Adept 11-12	Master 13-14	Master 15-16	Grandmaster 17-18	Grandmaster 19-20
13	--	.025	.05	.1	.20	.33	.75	1.25	1.75	2.25	2.75
14	--	.020	.033	.075	.125	.25	.5	1	1.5	2	2.5
15	--	.0125	.025	.05	.1	.20	.33	.75	1.25	1.75	2.25
16	--	.01	.020	.033	.075	.125	.25	.5	1	1.5	2
17	--	--	.0125	.025	.05	.1	.20	.33	.75	1.25	1.75
18	--	--	.01	.020	.033	.075	.125	.25	.5	1	1.5
19	--	--	--	.0125	.025	.05	.1	.20	.33	.75	1.25
20	--	--	--	.01	.020	.033	.075	.125	.25	.5	1
21	--	--	--	--	.0125	.025	.05	.1	.20	.33	.75
22	--	--	--	--	.01	.020	.033	.075	.125	.25	.5
23	--	--	--	--	--	.0125	.025	.05	.1	.20	.33
24	--	--	--	--	--	.01	.020	.033	.075	.125	.25
25	--	--	--	--	--	--	.0125	.025	.05	.1	.20
26	--	--	--	--	--	--	.01	.020	.033	.075	.125
27	--	--	--	--	--	--	--	.0125	.025	.05	.1
28	--	--	--	--	--	--	--	.01	.020	.033	.075
29	--	--	--	--	--	--	--	--	.0125	.025	.05
30	--	--	--	--	--	--	--	--	.01	.020	.033
31	--	--	--	--	--	--	--	--	--	.0125	.025
32	--	--	--	--	--	--	--	--	--	.01	.020
33	--	--	--	--	--	--	--	--	--	--	.0125
34	--	--	--	--	--	--	--	--	--	--	.01
35	--	--	--	--	--	--	--	--	--	--	--

DETERMINING A CREATURE CR

From time to time, you may need to create or modify a challenge rating. When modifying a creature you can never go below -5 or above 35. To start from scratch, you have to have a rough idea of what the starting CR for a creature is. For that you have a choice of two options.

GENERALIZED CHALLENGE RATINGS

This is determined by the Degree of Mastery of the party as shown in the table to the right.

LEVEL OF PARTY: The average level of all party members is used to determine the base CR for a given creature. That sets the baseline, which is then modified by all other aspects up or down.

DoM	Base CR
Apprentice	0
Novice	2
Yeoman	6
Adept	10
Master	14
Grandmaster	18

DEFAULT CHALLENGE RATINGS

When creating a challenge rating from scratch, you start with the default challenge ratings table, which lists out the baseline expectations for a creature of each CR.

From this table, you can then begin to modify the creature according to the different aspects.

CR	XP/PC	HD Type	# HD	AC	# ATK	ATK+	Dam Die	Prof	Abi Scr	Save DC	Magic
-5	1	d2	.50	1	1/4	-3	d4	-1	6	5	None
-4	2	d4	.50	2	1/3	-2	d4	-1	7	6	None
-3	3	d4	.75	4	1/3	-1	d4	-1	8	7	Can trip
-2	4	d4	1	6	1/2	+0	d4	-1	9	8	Can trip
-1	5	d4	2	8	1/2	+0	d4	-1	10	9	Can trip
1	6	d6	2	10	1	+1	d6	-1	10	10	1st
2	10	d6	3	10	1	+1	d6	0	10	10	1st
3	15	d6	4	11	1	+1	d6	0	11	10	1st
4	20	d6	5	11	1	+1	d6	0	11	10	1st
5	25	d8	5	12	1	+2	d6	0	11	10	2nd
6	35	d8	6	12	1	+2	d8	0	12	11	2nd
7	45	d8	7	13	2	+2	d8	0	12	11	2nd
8	55	d8	8	13	2	+2	d8	+1	12	11	2nd
9	65	d10	8	14	2	+3	d8	+1	13	11	3rd
10	75	d10	9	14	2	+3	d8	+1	13	12	3rd
11	95	d10	10	15	2	+3	d10	+1	13	12	3rd
12	115	d10	11	15	2	+3	d10	+1	14	12	3rd
13	135	d12	11	16	3	+4	d10	+1	14	13	4th
14	155	d12	12	16	3	+4	d10	+2	14	13	4th
15	175	d12	13	17	3	+4	d10	+2	15	14	4th
16	215	d12	14	17	3	+4	d12	+2	15	15	4th

CR	XP/PC	HD Type	#HD	AC	#ATK	ATK+	Dam Die	Prof+	Abi Scr	Save DC	Magic
17	255	d14	14	18	3	+5	d12	+2	15	16	5th
18	295	d14	15	18	3	+5	d12	+2	16	17	5th
19	335	d14	16	19	4	+5	d12	+2	16	18	5th
20	375	d14	17	19	4	+5	d12	+3	16	19	5th
21	455	d16	17	20	4	+6	d14	+3	17	20	6th
22	535	d16	18	20	4	+6	d14	+3	17	21	6th
23	615	d16	19	21	4	+6	d14	+3	17	22	6th
24	695	d16	20	21	4	+6	d14	+3	18	23	7th
25	775	d18	20	22	5	+7	d14	+3	18	24	7th
26	855	d18	21	22	5	+7	d16	+4	18	25	7th
27	935	d18	22	23	5	+7	d16	+4	19	26	8th
28	1015	d18	23	23	5	+7	d16	+4	19	27	8th
29	1095	d20	23	24	5	+8	d16	+4	19	28	8th
30	1175	d22	23	24	5	+8	d16	+4	20	29	9th
31	1135	d24	23	25	6	+8	d20	+4	21	30	9th
32	1495	d26	23	26	6	+8	d20	+5	22	30	9th
33	1655	d28	23	27	6	+9	d20	+5	23	30	9th
34	1815	d30	23	28	6	+9	d20	+5	24	30	9th
35	1975	d30	24	29	6	+9	d20	+5	25	30	9th

You then begin to use different aspects about the creature to add or subtract from this base number. Each factor has a different impact, and this provides extreme flexibility in determining the rating, allowing you to take a single creature and adjust it according to the needs you have for the encounter.

There are several measures that can modify a base challenge rating:

HIGHEST ABILITY SCORES: the highest Ability score of the creature.

AVERAGE ABILITY SCORE: the average of all their ability scores.

ARMOR CLASS: Is the armor class greater or lesser than the base for that creature? This impacts CR.

PROFICIENCY BONUS: The highest proficiency bonus of the creature.

SIZE: How big is it? Wyrlde has many more sizes of creatures and size determines the kind of hit die they use, and some critters have either bigger or smaller hit dice, which impacts the CR. The size of a creature also determines the size of the damage die it uses.

HIT DICE: The number of and type of hit dice the creature has.

ATTACK BONUS: the highest attack bonus of the creature.

SAVE DC: The highest Save DC of the creature.

XP Value: The anticipated XP Value of the Creature.

Attacks: How many attacks per round does the creature have? Some creatures have no attacks, others have many more than 1.

Magic: What Degrees of complexity does the critter have the ability to use based on spells or powers? Note that special abilities and the like do count for this feature, even if they don't normally use magic spells. So Psionics, Runes, Words of Power, and similar elements apply as well.

Lairs: A creature fought in a lair is more difficult to deal with than one outside of it. Simple Lairs are easier, more well defend and difficult to deal with lairs are harder.

Swarms have a special category. A Swarm may increase the CR of a given creature based on the number of creatures each party member is dealing with. Note that swarms are applied only for Bitty and Micro size creatures; larger ones will use the normal ratio factor.

Creature Type. Some types of creatures increase the or decrease the CR for an encounter.

Situational. Some situations change the CR of an encounter.

These factors and the change to CR they provide can vary, so each factor has its own modification. You identify the factor, look it up, and see what the modification to the CR is.

Yes, this does mean that in most encounters, the party will be outnumbered and outpowered.

The ACR is your goal and affects the entire goal for the whole of the particular encounter – it is an average, so you can have stronger or Higher CR creatures in the encounter, but they have to be balanced by lower CR beings in a planned encounter.

The above presumes facing groups of roughly the same CR. If the group is mixed, then you can use the average values of all attackers to determine the overall CR of a larger encounter, essentially treating them as a single creature for purposes of the math.

SIZE MODIFIERS

Size can determine several different elements of a creature that affect their challenge rating. Size is the most obvious, but also both the die and the number of dice that a creature has, as well as the average number of hit points they might have and as a factor of their size, the potential damage they can cause to poor unsuspecting adventurers.

This charts shows the effective baselines for all size of creatures on Wyrlde. However, all of these baselines can be adjusted to achieve the goal you have for a given creature. You can start with a Huge Creature, which is normally a +2 CR, but you can have them use a d4 for hit points, getting a -3 CR.

CR Change	Size Category	Space	Hit Die	Avg HP / Die	# Hit Dice	Damage Die (avg)	Swarms
-5	Micro	1 in by 1 in	d4	1	.25	1 pt	--
-4	Bitty	3 in by 3 in	d4	2.5	.5	2 pts	--
-3	Wee	6 in by 6 in	d4	2.5	.75	d4 (2.5)	--
-2	Tiny	9 in by 9 in	d6	3.5	1	d4 (2.5)	--
-1	Little	18 in by 18 in	d6	3.5	1	d6 (3.5)	--
0	Small	3 ft. by 3 ft.	d8	4.5	1	d6 (3.5)	1
0	Medium	6 ft. by 6 ft.	d8	5.5	2	d8 (4.5)	5
0	Big	9 ft. by 9 ft.	d10	5.5	3	d10 (5.5)	10
+1	Large	12 ft. by 12 ft.	d12	6.5	4	d12 (6.5)	20

CR Change	Size Category	Space	Hit Die	Avg HP / Die	# Hit Dice	Damage Die (avg)	Swarms
+2	Huge	15 ft. by 15 ft.	d14	7.5	5	d14 (7.5)	30
+3	Gigantic	18 ft. by 18 ft	d16	8.5	6	d16 (8.5)	40
+4	Massive	21 ft. by 21 ft.	d18	9.5	7	d18 (9.5)	50
+5	Immense	24 ft. by 24 ft.	d20	10.5	8	D20 (10.5)	60
+6	Monstrous	27 ft by 27 ft.	d22	11.5	9	d22 (11.5)	70
+7	Humongous	30 ft. by 30 ft	d24	12.5	10	D24 (12.5)	80
+8	Gargantuan	36 ft. by 36 ft	d26	13.5	12	d26 (13.5)	90
+9	Colossal	42 ft. by 42 ft	d28	14.5	14	d28 (14.5)	100
+10	Titanic	48 ft. by 48 ft	d30	15.5	17	d30 (15.5)	120

After Size, you then begin to look at the various features you want to give the creature, as well as how you want to alter the CR.

CR MODIFIERS TABLE

CR Change	Ability Scores	Die Type	Hit Dice	Hit Points	Armor Class	Atk Bon	Save DC	Prof Bonus	Atk/ Round	Damage Die
-10	1	D1				--	1	-10		--
-9	2	D1				--	2	-9		--
-8	3	D1				--	3	-8		--
-7	4	D2				--	4	-7		--
-6	5	D2				--	5	-6		1 pt
-5	6	D2	1/4	1	1 or lower	--	6	-5		2 pts
-4	7	D4			2 - 3	--	7	-4		3 pts
-3	8	D4	1/2	5	4 - 5	--	8	-3		d4 (2.5)
-2	9	D6			6 - 7	--	9	-2		
-1	10	D6	1	10	8 - 9	--	10	-1		d6 (3.5)--
0	11	D8	2	15	10 - 11	--	12	0	1	d8 (4.5)
+1	12	D8	2	20	12 - 13	1-2	14	+1	2	d10 (5.5)
+2	13-14	d10	3	30	14 - 15	3-4	16	+2	3	
+3	15-16	d12	4	40	16 - 17	5-6	18	+3		d12 (6.5)
+4	17-18	d14	5	50	18 - 19	7-8	20	+4		d14 (7.5)

CR Change	Ability Scores	Die Type	Hit Dice	Hit Points	Armor Class	Atk Bon	Save DC	Prof Bonus	Atk/Round	Damage Die
+5	19-20	d16	6	75	20 to 22	9-10	21	+5	4	d16 (8.5)
+6	21-22	d18	8	100	23	11-13	22	+6	5	D18 (9.5)
+7	23-24	d20	10	150	24	14-16	23	+7	6	--
+8	25-26	d22	12	200	25	17-19	24	+8	7	d20 (10.5)
+9	27-28	d24	14	250	26	20-22	25	+9		--
+10	29-30	d30	16	300	27	23-25	26	+10	8	d24 (12.5)

DEFAULT PEOPLE

They are the most common sort of person on will meet, an average of the whole world.

Most people on Wyrlde are going to be between 0 and 5th level equivalents. This is the overwhelming majority of folks. From there, you will have people over varying levels of skill and position.

They follow the same essential progression as players do, so you still have Commoner, Novice, Yeoman, Adept, Master, and Grand Masters.

The default person will have scores show as below.

DoM	Commoner	Novice	Yeoman	Adept	Master	Grand Master
Base CR	1	2	6	10	14	18
Ability Scores	10	11	13	15	17	19
Hit Dice (D8)	1	2	6	10	14	18
Hit Points (HP)	5	12	31	49	68	95
Armor Class (AC)	8	10	10	12	14	16
Atk Bonus	0	+1	+2	+3	+4	+5
Save DC	10	11	13	15	17	19
Prof Bonus	0	+1	+2	+3	+4	+5
Level Equivalent	0	2nd	5th	11th	14th	17th

COMBAT MODIFIERS

Certain combat actions and capabilities can alter a CR as they are scaled up or down as well. Several different things can alter the modifiers here.

These changes are reflected in the following chart.

CR Change	Attacks/ Round	AC Change	Hit Die Change	Die Change	Magic Complexity	Lair
-10			-10	Down 10	--	--
-9			-9	Down 9	--	--
-8			-8	Down 8	--	--
-7			-7	Down 7	--	--
-6			-6	Down 6	--	--
-5		-5	-5	Down 5	--	--
-4		-4	-4	Down 4	--	--
-3		-3	-3	Down 3	--	Far Away from Lair
-2		-2	-2	Down 2	--	

CR Change	Attacks/ Round	AC Change	Hit Die Change	Die Change	Magic Complexity	Lair
-1		-1	-1	*Down 1*	--	Unusually out of lair
0	1	Base	0	*None*	--	
+1	2	+1	+1	*Up 1*	Simple	*In* lair
+2	3	+2	+2	*Up 2*		
+3		+3	+3	*Up 3*	Rudimentary	prepared Lair
+4	4	+4	+4	*Up 4*		
+5		+5	+5	*Up 5*	Intermediate	Deadly lair
+6	5	+6	+6	*Up 6*		
+7		+7	+7	*Up 7*	Advanced	Dimensional Lair
+8	6	+8	+8	*Up 8*		
+9		+9	+9	*Up 9*	Expert	Planar Lair
+10	7	+10	+10	*up 10*		

CAPABILITY MODIFIERS

Any Resistance or Immunity a creature may have affects its CR as well. These modifiers are for each one.

	Normal Weapon	Magical Weapon	Elemental	Planar	Nebulous	Damage
Resistance	+2	+4	+1	+1	+1	+2
Immunity	+4	+5	+2	+2	+2	+4
Vulnerability	-2	-0	-1	-1	-1	-2
Weakness	-1	-1	-1	0	0	-1

CREATURE TYPE MODIFIERS

Some types of Creature modify the Challenge rating due to the nature of the being.

Creature Type	CR Modification	Creature Type	CR Modification	Creature Type	CR Modification	Creature Type	CR Modification
Aberrations	+2	Abominations	+3	Grimms	+1	Horrors	+1
Constructs	+1	Corruptions	+1	Rumored	*	Salathen	+2
Denizens	+4	Dragons	+5	Trolls	+2	Spirits	+1
Elementals	+2	Giants	+1	Undying	+3	Water Monsters	+2

SITUATIONAL MODIFIERS

Certain situations further modify the CR in a planned encounter, much the same way that a Lair structure does.

CR Mod	Situation
-1	Minimum hit points
+1	Maximum hit points
+2	Legendary Actions, each
+1	Difficult Terrain
+2	Unstable Terrain
+1	Lightly Obscured vision
+2	Obscured vision
+3	Heavily Obscured vision
+1	The whole party is surprised, and the enemy isn't.
+2	The enemy has cover, and the party doesn't.
+3	The characters are unable to see the enemy.

CR Mod	Situation
+2	The characters are taking damage every round from some environmental effect or magical source, and the enemy isn't.
+4	The characters are hanging from a rope, in the midst of scaling a sheer wall or cliff, stuck to the floor, or otherwise in a situation that greatly hinders their mobility or makes them sitting ducks.

DIE CHAIN

The Die Chain for Monsters is below. Moving up or down that changes the CR as well, with the lowest a d4, the highest a d30.

d 4	d 6	d 8	d 10	d 12	d 14	d 16	d 18	d 20	d 22	d 24	d 26	d 28	d 30

BALANCING

Finally, you balance by adjusting the hit points and the combined damage done in a single turn. Balancing CR is based on the combined hit points of the party and the foes, followed by the combined average damage of each side.

To determine average damage, multiply one half the damage die by the number of attacks of the creature. A balanced encounter on Wyrlde is considered to have a Ratio of Foes to Party of 1.5:1. The creatures should have a ratio of 1.5 on HP and Damage over the party.

MONSTER PROFESSIONS

Monsters on Wyrlde are still NPCs. Some of them are Sentient and Sapient beings who have just as much ability to grow and improve as PCs do.

This is especially notable for being such as Goblins, Merow, Imps, Thyrs, Grendels, Kobolds, and other beings.

These kinds of beings can have Professions of their Own. There are several of them:

Priest	Mage	Warrior	Rogue
Physic	Sage	Oracle	Merchant
Tradesman	Artisan	Nobility	Rebel

Of them, the four we will look at right now are the first four in the list: Priest, Mage, Warrior, Rogue.

These are all directly translatable to Cleric, Wizard, Warrior, and Corsair. A Rebel would be an Outlaw.

They gain the same fortes as those classes at an equivalent level (this is why Degrees of Mastery are used).

You can have them advance at the same rate as the PCs, if you choose, and you can assign them assorted Aspects as needed.

However, Monsters do not use Character Sheets. They always use Stat Blocks.