

Basic creature		level 1		100 exp
hit points	32	16	initiative / skill	+5
armor class	16		attack	+6
defense / weak	14	12	damage	1d8+4
saves	+0		critical	+1d6

Basic creature		level 4		175 exp
hit points	56	28	initiative / skill	+7
armor class	19		attack	+9
defense / weak	17	15	damage	2d6+5
saves	+0		critical	+1d6

Basic creature		level 2		125 exp
hit points	40	20	initiative / skill	+6
armor class	17		attack	+7
defense / weak	15	13	damage	1d8+5
saves	+0		critical	+1d6

Basic creature		level 5		200 exp
hit points	64	32	initiative / skill	+7
armor class	20		attack	+10
defense / weak	18	16	damage	2d6+6
saves	+0		critical	+1d6

Basic creature		level 3		150 exp
hit points	48	24	initiative / skill	+6
armor class	18		attack	+8
defense / weak	16	14	damage	1d8+6
saves	+0		critical	+1d6

Basic creature		level 6		250 exp
hit points	72	36	initiative / skill	+8
armor class	21		attack	+11
defense / weak	19	17	damage	2d6+7
saves	+0		critical	+2d6

Basic creature		level 7		300 exp
hit points	80	40	initiative / skill	+8
armor class	22		attack	+12
defense / weak	20	18	damage	2d8+6
saves	+0		critical	+2d6

Basic creature		level 10		500 exp
hit points	104	52	initiative / skill	+10
armor class	25		attack	+15
defense / weak	23	21	damage	2d8+9
saves	+0		critical	+2d6

Basic creature		level 8		350 exp
hit points	88	44	initiative / skill	+9
armor class	23		attack	+13
defense / weak	21	19	damage	2d8+7
saves	+0		critical	+2d6

Basic creature		level 11		600 exp
hit points	112	56	initiative / skill	+10
armor class	26		attack	+16
defense / weak	24	22	damage	3d6+9
saves	+0		critical	+3d6

Basic creature		level 9		400 exp
hit points	96	48	initiative / skill	+9
armor class	24		attack	+14
defense / weak	22	20	damage	2d8+8
saves	+0		critical	+2d6

Basic creature		level 12		700 exp
hit points	120	60	initiative / skill	+11
armor class	27		attack	+17
defense / weak	25	23	damage	3d6+10
saves	+0		critical	+3d6

Basic creature		level 13		800 exp
hit points	128	64	initiative / skill	+11
armor class	28		attack	+18
defense / weak	26	24	damage	3d6+11
saves	+0		critical	+3d6

Basic creature		level 16		1,400 exp
hit points	152	76	initiative / skill	+13
armor class	31		attack	+21
defense / weak	29	27	damage	3d8+11
saves	+0		critical	+4d6

Basic creature		level 14		1,000 exp
hit points	136	68	initiative / skill	+12
armor class	29		attack	+19
defense / weak	27	25	damage	3d6+12
saves	+0		critical	+3d6

Basic creature		level 17		1,600 exp
hit points	160	80	initiative / skill	+13
armor class	32		attack	+22
defense / weak	30	28	damage	3d8+12
saves	+0		critical	+4d6

Basic creature		level 15		1,200 exp
hit points	142	72	initiative / skill	+12
armor class	30		attack	+20
defense / weak	28	26	damage	3d6+13
saves	+0		critical	+3d6

Basic creature		level 18		2,000 exp
hit points	168	84	initiative / skill	+14
armor class	33		attack	+23
defense / weak	31	29	damage	3d8+13
saves	+0		critical	+4d6

Basic creature		level 19		2,400 exp
hit points	176	88	initiative / skill	+14
armor class	34		attack	+24
defense / weak	32	30	damage	3d8+14
saves	+0		critical	+4d6

Basic creature		level 22		4,150 exp
hit points	200	100	initiative / skill	+16
armor class	37		attack	+27
defense / weak	35	33	damage	4d6+16
saves	+0		critical	+5d6

Basic creature		level 20		2,800 exp
hit points	184	92	initiative / skill	+15
armor class	35		attack	+25
defense / weak	33	31	damage	3d8+15
saves	+0		critical	+4d6

Basic creature		level 23		5,100 exp
hit points	208	104	initiative / skill	+16
armor class	38		attack	+28
defense / weak	36	34	damage	4d6+17
saves	+0		critical	+5d6

Basic creature		level 21		3,200 exp
hit points	192	96	initiative / skill	+15
armor class	36		attack	+26
defense / weak	34	32	damage	4d6+15
saves	+0		critical	+5d6

Basic creature		level 24		6,050 exp
hit points	216	108	initiative / skill	+17
armor class	39		attack	+29
defense / weak	37	35	damage	4d6+18
saves	+0		critical	+5d6

Basic creature		level 25		7,000 exp	
hit points	224	112	initiative / skill	+17	
armor class	40		attack	+30	
defense / weak	38	36	damage	4d6+19	
saves	+0		critical	+5d6	

Basic creature		level 28		13,000 exp	
hit points	248	124	initiative / skill	+19	
armor class	43		attack	+33	
defense / weak	41	39	damage	4d8+18	
saves	+0		critical	+6d6	

Basic creature		level 26		9,000 exp	
hit points	232	116	initiative / skill	+18	
armor class	41		attack	+31	
defense / weak	39	37	damage	4d8+16	
saves	+0		critical	+6d6	

Basic creature		level 29		15,000 exp	
hit points	256	128	initiative / skill	+19	
armor class	44		attack	+34	
defense / weak	42	40	damage	4d8+19	
saves	+0		critical	+6d6	

Basic creature		level 27		11,000 exp	
hit points	240	120	initiative / skill	+18	
armor class	42		attack	+32	
defense / weak	40	38	damage	4d8+17	
saves	+0		critical	+6d6	

Basic creature		level 30		19,000 exp	
hit points	264	132	initiative / skill	+20	
armor class	45		attack	+35	
defense / weak	43	41	damage	4d8+20	
saves	+0		critical	+6d6	