

HOW TO READ A BASIC ESSENCE20 STAT BLOCK

BASIC STATISTICS

This section will include the Threat's name, the Threat Level, all of the Threat's Defense Scores, and its Movement.

Chunky Chicken (normal)

THREAT LEVEL: 5 **A**
SIZE: LARGE | **HEALTH:** 5
TOUGHNESS: 16 | **EVASION:** 14
WILLPOWER: 12 | **CLEVERNESS:** 11
GROUND MOVEMENT: 30 ft.

Chunky Chicken is a cruel monster who will do anything to please its master's bidding. A cunning and spiteful fiend, it also has the ability to rip holes in the Grid, which it uses to teleport. It is a vicious fighter, using its giant shears against its opponents, and it has no qualms harming even innocent bystanders if they serve it no purpose.

SKILLS:

Brawn +d4
Melee +d8* **B**
Perception +d4*
Stealth +d4
Languages: Putty

ATTACKS:

Giant Scissors (Melee): +d8*, Reach (Toughness, 1 Sharp Damage) **C**

The Chunky Chicken has a giant pair of shears that it uses both as a melee weapon in combat and as a shield to deflect ranged attacks with single swings.

POWERS:

Teleportation (2/Scene, Move): **D**
Chunky Chicken can cut a hole in the Grid with its Scissors and enter to teleport to another place up to 100 ft. away.

Levitate (Move): Chunky Chicken can float up to 60 ft. in the air, but it cannot fly.

SKILL LIST

Threats have the same Skill List as player characters.

READING ATTACKS

An Attack Type always states the name of the Attack and the Skill it uses in parenthesis.

PERKS AND POWERS

If a Threat has Perks or Powers, they will be listed in the Stat Block.



A THREAT LEVELS

The level of a Threat indicates the average level a party of four Rangers should be in order to easily defeat it. There is no perfect calculation due to Perks and Powers that may not match up in actual play, but a good rule of thumb is that the number of players multiplied by their level should equal the Threat Level divided by four for an "even" match-up.

Chunky Chicken is Threat Level 5, so a group of four 5th level characters should reliably be able to defeat him in Combat. Six 3rd level characters may have a bit of a hard time, but they should be able to get the job done!

C ATTACK INFO

Attacks always have either a Reach or a Range listed. Reach is for Melee Attacks and is always 5ft unless otherwise noted. Range is for Ranged Attacks at the number of feet listed. If two numbers are listed, the first is the range the Threat must be within to hit with a regular Attack. Attacks within range of the second number incur a Snag.

If an Attack lists a Defense, the target must use that Defense Score to determine a hit. If no Defense is listed, the target chooses to use Toughness to absorb the hit or Evasion to try to dodge. Lastly, the number and damage type is listed. Usually, the damage type won't make a difference, unless the target has a special resistance to that type of damage.

B SKILL DICE

The die type listed after each skill is the die rolled in addition to a d20 to attempt a Skill Test or Attack. If there is an asterisk (*) after the die type, that Skill is Specialized.

A Specialized Skill enables a character to roll the die type listed plus all other dice lower on the ladder, selecting the highest roll as the number to add to the d20 roll for the Skill Test.

D LIMITED ABILITIES AND ACTION TYPES

If a Perk, Power, or any other ability is limited use, it will be stated in parenthesis, along with any type of Action it requires. For example, Chunky Chicken is able to use Teleportain 2/Scene, which means after 2 uses, he cannot use it again until he has had the benefit of Sleep. This works the same way for Power Rangers characters who have limited abilities.

Chunky Chicken's Teleportain also requires a Move Action, so he cannot use it if he has already moved on his turn. Other abilities may have different Action types, such as a Standard or Free Action.