

D&D 4th Edition Generic Antagonist Sheet

Regular Antagonist

HP: Level x 10

AC: Level + 14

Fortitude, Reflex, and Will: Level + 12

Elite Antagonist

HP: 10 + Level x 20

AC: Level + 16

Fortitude, Reflex, and Will: Level + 14

Main Attack: Level + 5 vs. AC

Secondary Attack: Level + 3 vs. Fortitude, Reflex, or Will

(For area attacks, -2 to attack)

Can recharge one encounter power

Has one immediate power

Damage:

Level 1-9 1d10+4

Level 10-19 2d8+7

Level 20-30 3d6+8

Power Effects:

Push character X squares

Pull character X squares

Double damage

Ongoing X fire/ice/electrical/sonic/psychic/
necrotic/acid/poison damage

Stun for one round

Immobilize for one round

Knock prone

Mark target

All allies gain +X against target

+X damage against hit creature for rest of
encounter

Deafen/blind

Extra movement

Regains HP

Gains immunity to damage type