

Size:
Move:
Alignment:
Tenacity:
Vision:
Intelligence:
Fatigue Factor:
Phys: Mental:
Dodge:

SPEED

INIT

ATTACK

DAMAGE REDUCTION

DEFENSE

REACH

DAMAGE

TOP THRESHOLD

TOP SAVE

WEAPON:

HITPOINTS:

EPV:

ATTACK NOTES:

DEFENSE NOTES:

CARRIED:

WEAPON:

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