

† CREATURE PROFILE †

CREATURE

ROLL LOCATION ARMOR

PHYSICAL	<input type="text"/>	Initiative	<input type="text"/>	1	HEAD	<input type="text"/>
SWIFTNESS	<input type="text"/>	MOVE	<input type="text"/>	2-4	FOREPAWS / LEGS / WINGS	<input type="text"/>
MENTAL	<input type="text"/>	ATTACK	<input type="text"/>	5-7	BACK / BODY	<input type="text"/>
PERCEPTION	<input type="text"/>	DAMAGE	<input type="text"/>	8-9	UNDERBELLY / BODY	<input type="text"/>
DEFENSE	<input type="text"/>			10-12	HINDQUARTERS / LEGS	<input type="text"/>

† SPECIAL ABILITIES †

† Hit Points †

100% 75% 50% 25%

Current

† CREATURE PROFILE †

CREATURE

ROLL LOCATION ARMOR

PHYSICAL	<input type="text"/>	Initiative	<input type="text"/>	1	HEAD	<input type="text"/>
SWIFTNESS	<input type="text"/>	MOVE	<input type="text"/>	2-4	FOREPAWS / LEGS / WINGS	<input type="text"/>
MENTAL	<input type="text"/>	ATTACK	<input type="text"/>	5-7	BACK / BODY	<input type="text"/>
PERCEPTION	<input type="text"/>	DAMAGE	<input type="text"/>	8-9	UNDERBELLY / BODY	<input type="text"/>
DEFENSE	<input type="text"/>			10-12	HINDQUARTERS / LEGS	<input type="text"/>

† SPECIAL ABILITIES †

† Hit Points †

100% 75% 50% 25%

Current

† CREATURE PROFILE †

CREATURE

ROLL LOCATION ARMOR

PHYSICAL	<input type="text"/>	Initiative	<input type="text"/>	1	HEAD	<input type="text"/>
SWIFTNESS	<input type="text"/>	MOVE	<input type="text"/>	2-4	FOREPAWS / LEGS / WINGS	<input type="text"/>
MENTAL	<input type="text"/>	ATTACK	<input type="text"/>	5-7	BACK / BODY	<input type="text"/>
PERCEPTION	<input type="text"/>	DAMAGE	<input type="text"/>	8-9	UNDERBELLY / BODY	<input type="text"/>
DEFENSE	<input type="text"/>			10-12	HINDQUARTERS / LEGS	<input type="text"/>

† SPECIAL ABILITIES †

† Hit Points †

100% 75% 50% 25%

Current

† CREATURE PROFILE †

CREATURE

ROLL LOCATION ARMOR

PHYSICAL	<input type="text"/>	Initiative	<input type="text"/>	1	HEAD	<input type="text"/>
SWIFTNESS	<input type="text"/>	MOVE	<input type="text"/>	2-4	FOREPAWS / LEGS / WINGS	<input type="text"/>
MENTAL	<input type="text"/>	ATTACK	<input type="text"/>	5-7	BACK / BODY	<input type="text"/>
PERCEPTION	<input type="text"/>	DAMAGE	<input type="text"/>	8-9	UNDERBELLY / BODY	<input type="text"/>
DEFENSE	<input type="text"/>			10-12	HINDQUARTERS / LEGS	<input type="text"/>

† SPECIAL ABILITIES †

† Hit Points †

100% 75% 50% 25%

Current

† CREATURE PROFILE †

CREATURE

ROLL LOCATION ARMOR

PHYSICAL	<input type="text"/>	Initiative	<input type="text"/>	1	HEAD	<input type="text"/>
SWIFTNESS	<input type="text"/>	MOVE	<input type="text"/>	2-4	FOREPAWS / LEGS / WINGS	<input type="text"/>
MENTAL	<input type="text"/>	ATTACK	<input type="text"/>	5-7	BACK / BODY	<input type="text"/>
PERCEPTION	<input type="text"/>	DAMAGE	<input type="text"/>	8-9	UNDERBELLY / BODY	<input type="text"/>
DEFENSE	<input type="text"/>			10-12	HINDQUARTERS / LEGS	<input type="text"/>

† SPECIAL ABILITIES †

† Hit Points †

100% 75% 50% 25%

Current

† NOTES †

† NOTES †

