

# CREATURE

Category: \_\_\_\_\_ Level: \_\_\_\_\_ Gnosis: \_\_\_\_\_  
 Class: \_\_\_\_\_ Size: \_\_\_\_\_

INITIATIVE Natural  Sp 1  Sp 2  LIFE POINTS

ARMOR TYPE \_\_\_\_\_ Cut  Imp  Thr  Heat  Ele  Cold  Ene  LOCATION \_\_\_\_\_

## BASE BONO

AGI	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>
STR	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>
PER	<input type="text"/>	<input type="text"/>
POW	<input type="text"/>	<input type="text"/>
WP	<input type="text"/>	<input type="text"/>

MOVEMENT  /   
 FATIGUE  /

**RESISTANCES**  
 PRESENCE   
 PHYSICAL   
 DISEASE   
 VENOM   
 MAGIC   
 PSYCHIC



**SPECIAL ABILITIES**


**POWERS / MODULES**


**SECONDARY ABILITIES**

[ ]	_____	<input type="text"/>
[ ]	_____	<input type="text"/>
[ ]	_____	<input type="text"/>
[ ]	_____	<input type="text"/>
[ ]	_____	<input type="text"/>
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MAGIC PROJECTION	ACCUM.	ZEON	ZEON REGEN.	MAGIC PATH LEVELS	
PSYCHIC PROJECTION	POTENTIAL	FREE PP	INNATE SLOTS	DISCIPLINES	
SUMMON	CONTROL	BIND	BANISH	INVOCATIONS	
TYPE OF ATTACK	VALUE	DEFENSE	DAMAGE	CRITICAL	SPECIAL

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MOVEMENT  /   
 FATIGUE  /

**RESISTANCES**  
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**SPECIAL ABILITIES**


**POWERS / MODULES**


**SECONDARY ABILITIES**

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[ ]	_____	<input type="text"/>
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[ ]	_____	<input type="text"/>
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