

Sigalia Monster Sheet												
Name				Type								
Rank				Subtype								
Quality				Behavior								
Description												
Attributes (3-20)			Move Speed:		Current HP		Attacks					
			HP Levels				Main Hand			Off Hand		
STR			100%				Name			Name		
AGI			75% (-5%)				Attack			Attack		
END			50% (-10%)				Parry			Parry		
PER			30% (-15%)				Block:			Block		
INT			20% (-20%)				Damage:			Damage		
CHA			Armor Points (AP)				Properties			Properties		
Karma			Bleed				AP:			AP:		
Base Melee/Parry (STR+AGI)							HP:			HP:		
Base Missile (AGI+PER)							Armor			Weapon Skills		
Base Throw (STR+PER)							Name:	AP:		Name	Rank	Total
Base Block (STR+END)							Type:	HP:				
Initiative (PER+INT)							Ammunition					
Sigilization (CHA + END)							Name	Ammo	Property			
Damage Modifier												
Active Abilities and Passives												
Status Effects												
Bleed			Each stack reduces Maximum HP by 1. Healing effects clear bleed first. Low HP numbers unaffected									
Chilled			-10 feet move speed & -10% Dodge									
Disarmed			Weapon falls to the ground and requires a move action to rearm.									
Dazed			-10% to all skills									
Exhausted			Target can only take a move or action, and an offensive or defensive reaction.									
Fear			Target uses turn to run from the source of fear.									
Prone			-10% to block, -15% to dodge vs melee, +15% vs ranged. Move action to stand.									
Rage			Target uses action to attack nearest creature, may not use sigilization.									
Root			Target can not move nor use an action to move.									
Stun			Can not take any type of action for the duration									
Skills												
Name	Base	Rank	Total	Name	Base	Rank	Total	Name	Base	Ranks	Total	
Acrobatics (STR+AGI) T				Investigate (INT+PER)				Deceive (CHA*2)				
Athletics (STR +END)				Knowledge Craft (INT*2)T				Etiquette (CHA+INT)				
Craft (See Crafting)T				Knowledge Geography (INT*2)T				Insight (CHA+PER)				
Dodge (AGI+PER)				Knowledge History (INT*2) T				Intimidate (CHA+STR)				
Drive (STR+PER)				Knowledge Medicine (INT*2)T				Mimic (CHA+PER)				
First Aid (AGI+INT)T				Knowledge Nature (INT*2)T				Negotiate (CHA+INT)T				
Fortitude (END*2)				Knowledge Policy (INT*2)T				Networking (CHA+INT)				
Ride (STR+AGI)				Knowledge Sigils (INT*2)T				Perform (CHA+???)T				
Sleight of Hand (AGI+INT)				Knowledge Supplementary (INT*2)T				Persuade (CHA*2)				
Stealth (AGI*2)				Notice (PER*2)				Items on Creature				
Survival (END+PER)T				Research (INT*2)								
Notes and Strategies				Will (INT+END)								