Monster Cards

Card 1

DELAY or READY

NAME | ALIGN/RACE | INIT

AC — BASE | TCH | FLT | TMP | CLASS/LEVEL

STR | INT | FORT | SPD
DEX | WIS | REF | GRAP | VIS
CON | CHA | WILL | THE GAMEMECHANICS — WWW.THEGAMEMECHANICS.COM ™

Skills

....
....

Attack (#) | **Bonus** | **Type** | **Damage**

HP

Special/Notes

UNCONSCIOUS

Card 2

DELAY or READY

NAME | ALIGN/RACE | INIT

AC — BASE | TCH | FLT | TMP | CLASS/LEVEL

STR | INT | FORT | SPD
DEX | WIS | REF | GRAP | VIS
CON | CHA | WILL | THE GAMEMECHANICS — WWW.THEGAMEMECHANICS.COM ™

Skills

....
....

Attack (#) | **Bonus** | **Type** | **Damage**

HP

Special/Notes

UNCONSCIOUS

Card 3

DELAY or READY

NAME | ALIGN/RACE | INIT

AC — BASE | TCH | FLT | TMP | CLASS/LEVEL

STR | INT | FORT | SPD
DEX | WIS | REF | GRAP | VIS
CON | CHA | WILL | THE GAMEMECHANICS — WWW.THEGAMEMECHANICS.COM ™

Skills

....
....

Attack (#) | **Bonus** | **Type** | **Damage**

HP

Special/Notes

UNCONSCIOUS

Card 4

DELAY or READY

NAME | ALIGN/RACE | INIT

AC — BASE | TCH | FLT | TMP | CLASS/LEVEL

STR | INT | FORT | SPD
DEX | WIS | REF | GRAP | VIS
CON | CHA | WILL | THE GAMEMECHANICS — WWW.THEGAMEMECHANICS.COM ™

Skills

....
....

Attack (#) | **Bonus** | **Type** | **Damage**

HP

Special/Notes

UNCONSCIOUS