Part I

Monsters

0.1 X

X	LEVEL #
Init	Senses
Speed	
Languages	
HP	
\mathbf{AC}	
Saves	
Vulnerabilities	
Space	Reach
Std Attack	
Full Attack	
Attack Options	
BAB	\mathbf{Edge}
Feint	
Abilities	
Special Qualities	
Feats	
Skills	
:	

0.1.1 Encounters with X

0.1.2 Advancing X

0.2 X

	LEVEL		LEVEL
Init	Senses	Init	Senses
Speed		Speed	
Languages		Languages	
HP		HP	
\mathbf{AC}		\mathbf{AC}	
Saves		Saves	
Vulnerabilities		Vulnerabilities	
Space	Reach	Space	Reach
Std Attack		Std Attack	
Full Attack		Full Attack	
Full Attack Attack Options		Full Attack Attack Options	
	Edge		Edge
Attack Options	Edge	Attack Options	Edge
Attack Options BAB	Edge	Attack Options BAB	Edge
Attack Options BAB Feint	Edge	Attack Options BAB Feint	Edge
Attack Options BAB Feint Attributes	Edge	Attack Options BAB Feint Attributes	Edge

:

- 0.2.1 Encounters with X
- 0.2.2 Advancing X