

Sample Monster

Medium Natural Humanoid

Level 1 Commoner 100 exp

Initiative +2

Senses Insight +10; Perception +9

Aura/Special A special action or argument goes here. Damage and stuff.

HP 10; **Bloodied** 5

AC 12

Fort 12, **Ref** 13, **Will** 11

Speed 6, climb 6

m Regular Attack (Standard, At-Will)

Dex vs Ref; Some type of normal attack that deals 1d6 physical damage.

M Irregular Attack (Standard, Encounter)

Dex vs Ref; Some type of abnormal attack that deals 2d8 magical damage.

Target is knock down for 1 round.
