Generic Stat Blocks

# **Standard Statblock**

\*\*\_\_[Race] [Class] [Level]\_\_\*\*

\*\*Fast\*\*:

\*\*Medium\*\*:

\*\*Slow\*\*:

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\*\*Init\*\*: +;

\*\*Reach\*\*: 5 ft;

\*\*Speed\*\*: ft;

\*\*Size\*\*: Medium;

\*\*HP\*\*: ;

\*\*AC\*\*: ;

\*\*Fort\*\* +; \*\*Ref\*\* +; \*\*Will\*\* +;

\*\*Awareness\*\*:

\_\_\*\*[Melee] Attack Action\*\*\_\_

Weapon name +X; (1d6+KOM) [properties]

\_\_\*\*[Ranged] Attack Action\*\*\_\_

Weapon name +X; (1d6+KOM) [properties]

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++ Activated Abilities

++ Passive Abilities

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\*\*Abilities:\*\* Str ; Dex ; Con ; Int ; Wis ; Cha ;

\*\*Skills\*\*:

\*\*Feats\*\*:

\*\*Key Offensive Modifier\*\*:

\*\*Key Defensive Modifier\*\*:

\*\*Base Attack Bonus\*\*:

+++ Items

# **Mook Statblock**

\*\*Mook Archetype\*\*:

\*\*Init\*\*: +;

\*\*Reach\*\*: 5 ft;

\*\*Speed\*\*: ft;

\*\*Size\*\*: Medium;

\*\*HP\*\*: ;

\*\*AC\*\*: ;

\*\*Saves (all)\*\*: +;

\*\*Awareness\*\*:

\_\_\*\*[Melee] Attack Action\*\*\_\_

Weapon name +X; (1d6+KOM) [properties]

\_\_\*\*[Ranged] Attack Action\*\*\_\_

Weapon name +X; (1d6+KOM) [properties]

+Expert mook statblock

\*\*Track\*\*:

\*\*Mook Archetype\*\*:

\*\*Init\*\*: +;

\*\*Reach\*\*: 5 ft;

\*\*Speed\*\*: ft;

\*\*Size\*\*: Medium;

\*\*HP\*\*: ;

\*\*AC\*\*: ;

\*\*Saves (all)\*\*: +;

\*\*Awareness\*\*:

\_\_\*\*[Melee] Attack Action\*\*\_\_

Weapon name +X; (1d6+KOM) [properties]

\_\_\*\*[Ranged] Attack Action\*\*\_\_

Weapon name +X; (1d6+KOM) [properties]

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++ Activated Abilities

++ Passive Abilities

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\*\*Feats\*\*: