

### minion data

minion name

master



Attributes (All)	level	weapon/damage	range	size
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Combat Skills (All)	level
<input type="text"/>	<input type="text"/>

skills	level	weapon/damage	range	size
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

action total	defense total
<input type="text"/>	<input type="text"/>

gimmick name	range	duration	type	pp
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

notes

Resistance Factor

Health Points

Health Points lost

Pool Points

Pool Points spent

Movement Rate

Normal Move (yards)

Max. Move (yards)

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