

Mook Sheet

● Individuals per squad:

● Number of squads:

● Physical description:

● Particular gear:

● Goals and Behaviors:

Combat Data

● Attack:

● Damage:

● Defense:

● Reduction:

● Health per squad:

● Squad #1

● Squad #2

● Squad #3

● Squad #4

● Squad #5

● Squad #6

● Squad #7

● Squad #8

● Special:

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● Special: