



Disposable NPC record

Name/title/info	Ability & damage capacity	Armor Vital						Armor Extremities						Notes
		Blunt	Cut	Pierce	Burn	Shock	Acid	Blunt	Cut	Pierce	Burn	Shock	Acid	
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	1							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	2							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	3							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	4							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	5							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	6							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	7							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	8							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	9							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	10							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	11							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	12							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	13							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	14							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	15							
	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													
Weapon:	Optimal:	Max:	Blunt:	Cut:	Pierce:	Break:	16							