

ATTACKS									
Range		Type		Attack Bonus		Damage		Critical	
ft sq						d		x	
Ammo		#		Special Ammo		#			

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d	x

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d	x

Ammo										Special Ammo									
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SAVES

REFLEX SAVE

REF = **DEX** + + + **+**

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

INITIATIVE

SPEED

Swim Speed	Fly Speed	Climb Speed
ft sq	ft sq	ft sq

BASE ATTACK

Temp Attack Bonus	Morale Bonus	Bufs	Nerfs	Power Attack
+	=	+	-	-
Temp Damage Bonus	Morale Bonus	Bufs	Nerfs	Power Attack
+	=	+	-	+

GRAPPLE

GRAPPLE BONUS = $\frac{\text{Base Attack}}{\text{Size Modifier } \times 4} + \text{STR} + \text{Misc}$

HEALTH

ARMOR CLASS

ARMOR CLASS

$$\boxed{\text{AC}} = 10 \quad / \quad + \quad + \quad + \quad - \quad + \quad +$$

Temp AC	Spell Resistance	Conditional Modifiers
AC		
Damage Reduction		

METAPSIONICS

[illegible]

COMBAT ABILITIES

[illegible]