

Range		Type	Attack Bonus	Damage	Critical
	ft	sq		d	x

SAVES					
FORTITUDE SAVE		Base	Racial	Misc	Temp
FORT	= CON +	_____	_____	_____	+
REFLEX SAVE					
REF	= DEX +	_____	_____	_____	+
WILL SAVE					
WILL	= WIS +	_____	_____	_____	+
<input type="checkbox"/> Evasion	<input type="checkbox"/> Improved Evasion	<input type="checkbox"/> Endurance	<input type="checkbox"/> Trap Sense	_____	

ARMOR

Type		Max Speed	Max AC DEX
Check Penalty	Spell Failure	ft	Armor AC
		sq	
		Weight	
	+ %	lb	+

SHIELD

Check Penalty	Spell Failure	Weight	Shield AC
	+	%	+

EQUIPMENT

Head
Properties
Throat
Properties
Body
Properties
Arms
Properties
Hands
Properties
Ring
Properties

INITIATIVE

INITIATIVE BONUS		Feats	Misc
INIT	= DEX +	+	

SPEED

SPEED	Speed with Armor	Temp Speed
ft sq	ft sq	ft sq

BASE ATTACK

BASE ATTACK		
BASE ATTACK BONUS	Temp Attack Bonus	Temp Damage Bonus
	+	+

GRAPPLE

	Size Modifier	× 4		Misc	
GRAPPLE BONUS	= Base Attack	+ × 4	+ STR	+ _____	+ _____

HEALTH

HIT POINTS

Wounds

☐ Dying
 ☐ Stable

Non-lethal ☐ Unconscious

hp

hp

hp

ARMOR CLASS

ARMOR CLASS		Armor AC	Shield AC	Natural Armor	Size Modifier	Deflection Modifier	Misc
AC	= 10 + DEX +	+	+	-	+	+	

FLAT-FOOTED ARMOR CLASS								
AC	= 10	/	+	+	+	-	+	+

TOUCH ARMOR CLASS							
AC	= 10 + DEX	/	/	/	-	+	+

Temp AC	Spell Resistance	Damage Reduction	Conditional Modifiers
AC			

EFFECTS COMBAT ABILITIES

NAME	CONTACT DETAILS
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FEATS SPECIAL ABILITIES

[illegible]