

| Range | | Type | Attack Bonus | Damage | Critical |
|-------|----|---|--------------|--------|---|
| | ft | sq | | d | x |
| Ammo | # | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Special Ammo | # | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

| Range | | Type | Attack Bonus | Damage | Critical |
|-------|----|------|--------------|--------|----------|
| ft | sq | | | d | x |

| Range | Type | Attack Bonus | Damage | Critical |
|-------|------|--------------|--------|----------|
| ft | sq | | d | x |

Ammo  Special Ammo 

SAVES

REFLEX SAVE

REF = DEX + + + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

INITIATIVE

SPEED

BASE ATTACK

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

GRAPPLE

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

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

hp

 hp hp

ARMOUR CLASS

| ARMOUR CLASS | Armour AC | Shield AC | Natural Armour | Size Modifier | Deflection Modifier | Misc |
|-----------------|-----------|-----------|----------------|---------------|---------------------|------|
| AC = 10 + DEX + | + | + | - | + | + | |

FLAT-FOOTED ARMOUR CLASS

| | | | | | | | | |
|----|------|---|---|---|---|---|---|---|
| AC | = 10 | / | + | + | + | - | + | + |
|----|------|---|---|---|---|---|---|---|

TOUCH ARMOUR CLASS

| | | | | | | | |
|----|------------|---|---|---|---|---|---|
| AC | = 10 + DEX | / | / | / | - | + | + |
|----|------------|---|---|---|---|---|---|

| | | |
|------------------|------------------|-----------------------|
| Temp AC | Spell Resistance | Conditional Modifiers |
| <div>AC</div> | <div></div> | <div></div> |
| Damage Reduction | | |

METAPSIONICS

[illegible]

COMBAT ABILITIES

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins or other markings on the paper.