

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

ft sq

Fly Speed

ft sq

Climb Speed

ft sq

## BASE ATTACK

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

## GRAPPLE

**GRAPPLE BONUS** Size Modifier x4      Misc

$$\boxed{\phantom{000000}} = \text{Base Attack} + \mathbf{x4} + \mathbf{STR} + \phantom{000000}$$

## 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	/	+	+	+	-	+	+
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## TOUCH ARMOUR CLASS

AC	= 10 + DEX	/	/	/	-	+	+
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Temp AC	Spell Resistance	Conditional Modifiers
<b>AC</b>		
Damage Reduction		

## METAPSIONICS

[illegible]

## COMBAT ABILITIES

[illegible]