ATTACKS

Range	Type	Attack Bonus	Damage	Critical
___ ft ___ sq			d	×

Ammo # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐ ☐☐☐ | Special Ammo # ☐☐☐ ☐☐☐☐

Range	Type	Attack Bonus	Damage	Critical
___ ft ___ sq			d	×

Range	Type	Attack Bonus	Damage	Critical
___ ft ___ sq			d	×

Range	Type	Attack Bonus	Damage	Critical
___ ft ___ sq			d	×

INITIATIVE

INITIATIVE BONUS   Feats   Misc

INIT = DEX + ___ + ___

SPEED

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

BASE ATTACK

BASE ATTACK BONUS	Temp Attack Bonus	Temp Damage Bonus
	+	+

GRAPPLE

GRAPPLE BONUS

= Base Attack + × 4 + STR + ___

Size Modifier × 4   Misc

SAVES

	Base	Racial	Misc	Temp
FORTITUDE SAVE				
FORT = CON +	+	+		+
REFLEX SAVE				
REF = DEX +	+	+		+
WILL SAVE				
WILL = WIS +	+	+		+

☐ Evasion   ☐ Improved Evasion   ☐ Endurance   ☐ Trap Sense ___

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   ___

ARMOR

Type	Max Speed	Max AC DEX
	___ ft ___ sq	

Check Penalty	Spell Failure	Weight	Armor AC
+	%	lb	+

SHIELD

Check Penalty	Spell Failure	Weight	Shield AC
+	%	lb	+

EQUIPMENT

Head
Properties

Throat
Properties

Body
Properties

Arms
Properties

Hands
Properties

Ring
Properties

EFFECTS

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COMBAT ABILITIES

FEATS

SPECIAL ABILITIES