

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

[illegible]

SAVES

REFLEX SAVE

REF = DEX + + + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

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INITIATIVE

SPEED

SPEED	Speed with Armour	Temp Speed
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BASE ATTACK

BASE	MELEE	RANGED
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Temp Damage Bonus	Morale Bonus	Bufs	Nerfs	Power Attack
+	=	+	-	+

GRAPPLE

GRAPPLE BONUS $\times 4$ Misc

$$\boxed{} = \text{Base Attack} + \times 4 + \text{STR} +$$

HEALTH

HIT POINTS	Wounds	<input type="checkbox"/> Dying	<input type="checkbox"/> Stable	<input type="checkbox"/> Non-lethal	<input type="checkbox"/> Unconscious
hp					

ARMOUR CLASS

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

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

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

METAMAGIC

COMBAT ABILITIES

[illegible]