

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

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	x

SAVES

FORTITUDE SAVE

Base	Racial	Misc	Temp
FORT	= CON	+	+

REFLEX SAVE

Base	Racial	Misc	Temp
REF	= DEX	+	+

WILL SAVE

Base	Racial	Misc	Temp
WILL	= WIS	+	+

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

ARMOR

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

SHIELD

Check Penalty	Spell Failure	Weight	Shield AC
+	%	lb	+

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

BASE ATTACK

BASE ATTACK BONUS

Temp Attack Bonus

Temp Damage Bonus

GRAPPLE

GRAPPLE BONUS

Size Modifier

Misc

= Base Attack + x 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

FEATS

SPECIAL ABILITIES