

Range		Type	Attack Bonus	Damage	Critical
	ft	sq		d	x

SAVES					
FORTITUDE SAVE		Base	Racial	Misc	Temp
FORT	= CON +	_____ +	_____ +	_____	+
REFLEX SAVE					
REF	= DEX +	_____ +	_____ +	_____	+
WILL SAVE					
WILL	= WIS +	_____ +	_____ +	_____	+
<input type="checkbox"/> Evasion <input type="checkbox"/> Improved Evasion <input type="checkbox"/> Endurance <input type="checkbox"/> Trap Sense _____					

ARMOUR

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

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 Armour	Temp Speed
ft sq	ft sq	ft sq

BASE ATTACK

BASE ATTACK BONUS	Temp Attack Bonus	Temp Damage Bonus
	+	+

GRAPPLE

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

HEALTH

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

ARMOUR CLASS

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

FLAT-FOOTED ARMOUR CLASS								
AC	= 10	/	+	+	+	-	+	+

TOUCH ARMOUR CLASS						
AC	= 10 + DEX	/	/	/	-	+ +

Temp AC	Spell Resistance	Damage Reduction	Conditional Modifiers
AC			

EFFECTS COMBAT ABILITIES

[illegible]

FEATS SPECIAL ABILITIES

[illegible]