

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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$$\boxed{+} = \quad + \quad - \quad +$$

GRAPPLE

GRAPPLE BONUS = $\frac{\text{Base Attack}}{4} + 4 + \text{STR} + \text{Misc}$

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 +	+	+	-	+	+	

$$AC = 10 \quad / \quad + \quad + \quad + \quad - \quad + \quad +$$

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

Temp AC	Spell Resistance	Conditional Modifiers
AC		
Damage Reduction		

METAMAGIC

[illegible]

COMBAT ABILITIES
