

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

Ammo # □□□ □□□ □□□ | Special Ammo # □□□ □□□ □□□

SAVES

REFLEX SAVE

REF = DEX + + + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

INITIATIVE

SPEED

Swim Speed

ft sq

Fly Speed

ft sq

Climb Speed

ft sq

BASE ATTACK

Temp Attack Bonus	Morale Bonus	Bufs	Nerfs	Power Attack
+	=	+	-	-
Temp Damage Bonus	Morale Bonus	Bufs	Nerfs	Power Attack
+	=	+	-	+

GRAPPLE

GRAPPLE BONUS Size Modifier
x4 Misc

$$\boxed{} = \text{Base Attack} + \mathbf{x4} + \mathbf{STR} + $$

HEALTH

ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

AC = 10 / + _____ + _____ + _____ - _____ + _____ + _____

Temp AC	Spell Resistance	Conditional Modifiers
AC		
Damage Reduction		

METAPSIONICS

[illegible]

COMBAT ABILITIES

[illegible]