

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

Copyright © 2014 Pearson Education, Inc. or its affiliate(s). All rights reserved. 100

INITIATIVE

SPEED

BASE ATTACK

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

GRAPPLE

GRAPPLE BONUS Size Modifier
× 4 Misc

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

HEALTH

ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

AC = 10 / + + + - + +

AC		
Damage Reduction		

METAMAGIC

[illegible]

COMBAT ABILITIES

[illegible]