

[illegible]

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d	x

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ft	sq		d	x

Ammo										Special Ammo									
#										#									

SAVES

REFLEX SAVE

REF = **DEX** + _____ + _____ + _____ **+** _____

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense _____

EFFECTS

INITIATIVE

SPEED

SPEED

BASE ATTACK

BASE ATTACK

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

GRAPPLE

GRAPPLE BONUS Size Modifier Misc

= Base Attack **+ x 4** + STR + _____

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
<div style="border: 1px solid black; padding: 2px; display: inline-block;">AC</div> = 10 + DEX + _____ + _____ + _____ - _____ + _____ + _____						

FLAT-FOOTED ARMOUR CLASS

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

AC	= 10 + DEX	/	/	/	-	+	+
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Temp AC	Spell Resistance	Conditional Modifiers
<div>AC</div>	<div></div>	
Damage Reduction		

METAPSIONICS

[illegible]

COMBAT ABILITIES

[illegible]