

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 #   

## SAVES

REFLEX SAVE

REF = DEX + + + +

☐ Evasion    ☐ Improved Evasion    ☐ Endurance    ☐ Trap Sense

## EFFECTS

## INITIATIVE

## SPEED

| SPEED | Speed with Armor | Temp Speed |
|-------|------------------|------------|
|-------|------------------|------------|

| Swim Speed | Fly Speed | Climb Speed |
|------------|-----------|-------------|
| ft sq      | ft sq     | ft sq       |

| BASE | MELEE | RANGED |
|------|-------|--------|
|------|-------|--------|

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

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

## 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 |
|---------------|-------------|-------------|--------------------------------|---------------------------------|-------------|--------------------------------------|
| <div>hp</div> | <div></div> | <div></div> |                                |                                 | <div></div> | <div></div>                          |

## ARMOR CLASS

| ARMOR CLASS |              | Armor AC | Shield AC | Natural Armor | Size Modifier | Deflection Modifier | Misc |
|-------------|--------------|----------|-----------|---------------|---------------|---------------------|------|
| AC          | = 10 + DEX + | +        | +         | -             | +             | +                   |      |

### FLAT-FOOTED ARMOR CLASS

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

**TOUCH ARMOR CLASS**

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

|                  |                  |                       |
|------------------|------------------|-----------------------|
| Temp AC          | Spell Resistance | Conditional Modifiers |
| AC               |                  |                       |
| Damage Reduction |                  |                       |

## METAPSIONICS

[illegible]

## COMBAT ABILITIES

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