

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

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INITIATIVE

SPEED

BASE ATTACK

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

GRAPPLE

GRAPPLE BONUS $\times 4$ Misc

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

HEALTH

HIT POINTS	Wounds	<input type="checkbox"/> Dying	<input type="checkbox"/> Stable	Non-lethal	<input type="checkbox"/> Unconscious
hp					

ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

AC = 10 / + + - + +

Temp AC	Spell Resistance	Conditional Modifiers
<div>AC</div>	<div></div>	
Damage Reduction		

METAMAGIC

[illegible]

COMBAT ABILITIES

[illegible]