

Range		Type	Attack Bonus	Damage	Critical
	ft	sq		d	x

SAVES					
FORTITUDE SAVE		Base	Racial	Misc	Temp
FORT	= CON +	_____	_____	_____	+
REFLEX SAVE					
REF	= DEX +	_____	_____	_____	+
WILL SAVE					
WILL	= WIS +	_____	_____	_____	+

☐ Evasion
 ☐ Improved Evasion
 ☐ Endurance
 ☐ Trap Sense _____

ARMOUR

Type		Max Speed	Max AC DEX
Check Penalty	Spell Failure	ft	Armour AC
		sq	
	Weight		
	+	%	lb
			+

SHIELD

Check Penalty	Spell Failure	Weight	Shield AC
	+ %	lb	+

EQUIPMENT

Properties

Properties

Properties

Properties

Ring

Properties

INITIATIVE

$$\boxed{\text{INIT}} = \text{DEX} + \text{Feats} + \text{Misc}$$

SPEED

The diagram shows three boxes, each representing a different speed measurement. The first box is labeled 'SPEED' and contains 'ft' and 'sq'. The second box is labeled 'Speed with Armour' and contains 'ft' and 'sq'. The third box is labeled 'Temp Speed' and contains 'ft' and 'sq'.

BASE ATTACK

BASE ATTACK BONUS	Temp Attack Bonus	Temp Damage Bonus
<input type="text"/>	<input style="border: 2px solid #ccc; border-radius: 10px; width: 40px; height: 40px; text-align: center; line-height: 40px; font-size: 20px; font-weight: bold; background-color: #f9f9f9;" type="text" value="+"/>	<input style="border: 2px solid #ccc; border-radius: 10px; width: 40px; height: 40px; text-align: center; line-height: 40px; font-size: 20px; font-weight: bold; background-color: #f9f9f9;" type="text" value="+"/>

GRAPPLE

	Size Modifier × 4	Misc
	<div style="display: flex; align-items: center; justify-content: center;"> <div style="text-align: right; margin-right: 5px;">Base Attack</div> <div style="font-size: 2em; margin: 0 10px;">+</div> <div style="text-align: center;"> <div style="font-size: 2em; margin: 0 5px;">×</div> <div style="font-size: 2em; margin: 0 5px;">4</div> </div> <div style="font-size: 2em; margin: 0 10px;">+</div> <div style="text-align: center;">STR</div> <div style="font-size: 2em; margin: 0 10px;">+</div> </div>	<div style="border-bottom: 1px solid black; width: 100%; height: 1.2em;"></div>

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

hp

hp

hp

ARMOUR CLASS

$$\boxed{\text{AC}} = 10 + \text{DEX} + \text{Armour AC} + \text{Shield AC} + \text{Natural Armour} - \text{Size Modifier} + \text{Deflection Modifier} + \text{Misc}$$

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + + + - + +

TOUCH ARMOUR CLASS

AC	= 10 +	DEX	/		/		/	-		+		+	
		-----							-----	-----	-----		

Temp AC	Spell Resistance	Damage Reduction	Conditional Modifiers
AC			

EFFECTS

COMBAT ABILITIES

[illegible]

<div style="border-bottom: 1px solid black; margin-bottom: 5px;"></div> <div style="display: flex; justify-content: flex-end; align-items: center; gap: 5px;"> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> </div>	
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FEATS					SPECIAL ABILITIES

FEATS SPECIAL ABILITIES

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