

ATTACKS									
Range		Type		Attack Bonus		Damage		Critical	
ft		sq				d00		x	
Ammo		#		Special Ammo		#			

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d00	x

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d00	x

[illegible]

SAVES

REFLEX SAVE

REF	=	DEX	+		+		+		+
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☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

INITIATIVE

SPEED

BASE ATTACK

GRAPPLE

$$\text{GRAPPLE BONUS} = \text{Base Attack} + \text{Size Modifier} \times 4 + \text{STR} + \text{Misc}$$

HEALTH

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

hp

hp

hp

ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

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

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

METAMAGIC

[illegible]

COMBAT ABILITIES

[illegible]