

ATTACKS															
Range		Type	Attack Bonus				Damage		Critical						
<div></div> <div></div>		<div></div> <div></div>	<div></div>				<div>d</div>		<div>x</div>						
Ammo	ft	sq	#	<div></div> <div></div>	<div></div> <div></div>	<div></div> <div></div>	<div></div> <div></div>	<div></div> <div></div>	<div></div> <div></div>	<div></div> <div></div>	Special Ammo	#	<div></div> <div></div>	<div></div> <div></div>	<div></div> <div></div>

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d	x

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ft	sq			d	x

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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 _____

ARMOR

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

SHIELD

Check Penalty	Spell Failure	Weight	Shield AC
	+	%	lb
			+

EQUIPMENT

Head
Properties
Throat
Properties
Body
Properties
Arms
Properties
Hands
Properties
Ring
Properties

INITIATIVE

INITIATIVE BONUS		Feats	Misc
INIT	= DEX	+	+

SPEED

The diagram shows three boxes representing different speed measurements:

- SPEED**: A solid black box containing "ft" and "sq".
- Speed with Armor**: A dashed black box containing "ft" and "sq".
- Temp Speed**: A solid grey box containing "ft" and "sq".

BASE ATTACK

BASE ATTACK BONUS

Temp Attack Bonus

+

Temp Damage Bonus

+

GRAPPLE

GRAPPLE BONUS Size Modifier Misc

\div Base Attack $+$ $\times 4$ $+$ STR $+$ _____

HEALTH

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

hp	hp	hp
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ARMOR CLASS

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

FLAT-FOOTED ARMOR CLASS

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

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

EFFECTS

[illegible]

FEATS

COMBAT ABILITIES

SPECIAL ABILITIES

[illegible]