

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

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 +	_____	_____	_____	+
<input type="checkbox"/> Evasion	<input type="checkbox"/> Improved Evasion	<input type="checkbox"/> Endurance	<input type="checkbox"/> 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

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

INITIATIVE				
INITIATIVE BONUS	Feats	Misc		
<div style="border: 1px solid black; padding: 5px; display: inline-block;">INIT</div> <div style="font-size: 2em; vertical-align: middle;">=</div> <div style="border-bottom: 1px dashed black; display: inline-block; width: 100px; text-align: center;">DEX</div> <div style="font-size: 2em; vertical-align: middle;">+</div> <div style="border-bottom: 1px solid black; display: inline-block; width: 100px;"></div> <div style="font-size: 2em; vertical-align: middle;">+</div> <div style="border-bottom: 1px solid black; display: inline-block; width: 100px;"></div>				

SPEED			
SPEED		Speed with Armour	Temp Speed
ft	sq	ft	sq

BASE ATTACK		
BASE ATTACK BONUS	Temp Attack Bonus	Temp Damage Bonus
	+	+

GRAPPLE

$$\text{GRAPPLE BONUS} \quad \text{Size Modifier} \times 4 \quad \text{Misc}$$

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

HEALTH

HIT POINTS

Wounds

hp

☐ Dying

☐ Stable

Non-lethal

☐ Unconscious

hp

hp

ARMOUR CLASS

ARMOUR CLASS	Armour AC	Shield AC	Natural Armour	Size Modifier	Deflection Modifier	Misc
AC = 10 + DEX +	+	+	-	+	+	

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + + + - + +

TOUCH ARMOUR CLASS

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

EFFECTS COMBAT ABILITIES

[illegible]

FEATS SPECIAL ABILITIES

[illegible]