

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

[illegible]

**SAVES**

☐ Evasion    ☐ Improved Evasion    ☐ Endurance    ☐ Trap Sense

## EFFECTS

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## INITIATIVE

## SPEED

\_\_\_\_\_

### BASE ATTACK

\_\_\_\_\_

$$+ = + - +$$

## GRAPPLE

**GRAPPLE BONUS**  $\times 4$  Misc

$$\boxed{\phantom{000}} = \text{Base Attack} + \times 4 + \text{STR} +$$

## HEALTH

HIT POINTS

Wounds

☐ Dying
 ☐ Stable

☐ Non-lethal
 ☐ Unconscious

hp

hp

hp

## ARMOUR CLASS

**TOUCH ARMOUR CLASS**

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

## METAMAGIC

[illegible]

## COMBAT ABILITIES

[illegible]