

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

Ammo # #

SAVES

REFLEX SAVE

REF = DEX + + + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

Copyright © 2011 Pearson Education, Inc. All rights reserved. Printed in the United States of America. This publication is protected by copyright. Any unauthorized reproduction or distribution, in any form or by any means, without written permission from Pearson Education, Inc., is prohibited. All rights reserved.

INITIATIVE

SPEED

SPEED	Speed with Armour	Temp Speed
-------	-------------------	------------

BASE ATTACK

BASE	MELEE	RANGED
------	-------	--------

Temp Damage Bonus	Morale Bonus	Bufs	Nerfs	Power Attack
+	=	+	-	+

GRAPPLE

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

HEALTH

ARMOUR CLASS

	Natural	Size	Deflection
--	---------	------	------------

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + + + - + +

$$\boxed{\text{AC}} = 10 + \text{DEX} \quad / \quad / \quad / \quad - \quad + \quad +$$

Damage Reduction

METAMAGIC

[illegible]

COMBAT ABILITIES
