ATTACKS

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	×

Ammo ☐☐☐ ☐☐☐ ☐☐☐ | Special Ammo ☐☐☐
☐☐☐☐☐☐☐☐☐☐ | ☐☐☐☐
☐☐☐ ☐☐☐ ☐☐☐

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	×

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	×

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	×

INITIATIVE

INITIATIVE BONUS   Feats   Misc

$INIT$ = DEX + ___ + ___

SPEED

SPEED   Speed with Armour   Temp Speed

___ ft sq   ___ ft sq   ___ ft sq

BASE ATTACK

BASE ATTACK BONUS   Temp Attack Bonus   Temp Damage Bonus

___   +   +

GRAPPLE

GRAPPLE BONUS   Size Modifier × 4   Misc

= Base Attack + × 4 + STR +

SAVES

		Base	Racial	Misc	Temp
FORTITUDE SAVE	FORT = CON +	+	+		+
REFLEX SAVE	REF = DEX +	+	+		+
WILL SAVE	WILL = WIS +	+	+		+

☐ Evasion   ☐ Improved Evasion   ☐ Endurance   ☐ Trap Sense

HEALTH

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

___ hp   ___ 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 / / / − ___ + ___ + ___

Temp AC   Spell Resistance   Damage Reduction   Conditional Modifiers

AC ___

ARMOUR

Type	Max Speed	Max AC DEX
	ft sq	

Check Penalty	Spell Failure	Weight	Armour AC
+	%	lb	+

SHIELD

Check Penalty	Spell Failure	Weight	Shield AC
+	%	lb	+

EQUIPMENT

Head

Properties

Throat

Properties

Body

Properties

Arms

Properties

Hands

Properties

Ring

Properties

EFFECTS

☐☐☐☐☐
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COMBAT ABILITIES

FEATS

SPECIAL ABILITIES