

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

## INITIATIVE

## SPEED

### BASE ATTACK

Temp Damage Bonus	Morale Bonus	Bufs	Nerfs	Power Attack
<b>+</b>	=	<b>+</b>	<b>-</b>	<b>+</b>

## GRAPPLE

**GRAPPLE BONUS** Size Modifier  
x4 Misc

$$\boxed{\phantom{0000}} = \text{Base Attack} + \mathbf{x4} + \mathbf{STR} +$$

## HEALTH

## ARMOUR CLASS

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

TOUCH ARMOUR CLASS							
AC	= 10 + DEX	/	/	/	-	+	+

Temp AC	Spell Resistance	Conditional Modifiers
<div>AC</div>	<div></div>	
Damage Reduction		

## METAPSIONICS

[illegible]

## COMBAT ABILITIES

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