

ATTACKS

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d	x
Ammo	#		Special Ammo	#

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d	x

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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

Base	Racial	Misc	Temp
REF	= DEX	+	+

WILL SAVE

Base	Racial	Misc	Temp
WILL	= WIS	+	+

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

ARMOUR

Type	Max Speed	Max AC DEX
	ft sq	
Check Penalty	Spell Failure	Weight
+	%	lb
		Armour AC
		+

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
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	Misc
x 4	
Base Attack	=
+	x 4
STR	+

HEALTH

HIT POINTS

Wounds	<input type="checkbox"/> Dying <input type="checkbox"/> Stable <input type="checkbox"/> Non-lethal <input type="checkbox"/> 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	/	+	+	-	+	+
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TOUCH ARMOUR CLASS

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

EFFECTS

COMBAT ABILITIES

SPECIAL ABILITIES

FEATS