

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  Special Ammo 

## SAVES

REFLEX SAVE

REF = DEX + + + +

☐ Evasion    ☐ Improved Evasion    ☐ Endurance    ☐ Trap Sense

## EFFECTS

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## INITIATIVE

## SPEED

### BASE ATTACK

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

## GRAPPLE

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

## 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
<b>AC</b> = 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	Conditional Modifiers
AC		
Damage Reduction		

## METAMAGIC

[illegible]

## COMBAT ABILITIES

[illegible]