

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

$$\boxed{+} = \quad + \quad - \quad +$$

GRAPPLE

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

HEALTH

HIT POINTS		Wounds	<input type="checkbox"/> Dying	<input type="checkbox"/> Stable	Non-lethal	<input type="checkbox"/> Unconscious
<div>hp</div>	<div></div>	<div></div>			<div></div>	<div></div>

ARMOUR CLASS

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

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

TOUCH ARMOUR CLASS

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

METAPSIONICS

[illegible]

COMBAT ABILITIES

[illegible]