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

$= \text{Base Attack} + \times 4 + STR + \_\_\_$

SAVES

FORTITUDE **SAVE**   Base   Racial   Misc   Temp

$FORT = CON + \_\_\_ + \_\_\_ + \_\_\_$ +

REFLEX **SAVE**

$REF = DEX + \_\_\_ + \_\_\_ + \_\_\_$ +

WILL **SAVE**

$WILL = WIS + \_\_\_ + \_\_\_ + \_\_\_$ +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

HEALTH

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

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