

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

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d	x

SAVES

FORTITUDE SAVE		Base	Racial	Misc	Temp
FORT	= CON +	+	+		+

$$\boxed{\text{REF}} = \text{DEX} + \quad + \quad + \quad \boxed{+}$$

WILL = **WIS** + + + + + **+**

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

ARMOUR

Type		Max Speed	Max AC DEX
Check Penalty	Spell Failure	ft	sq
		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

INITIATIVE

INITIATIVE BONUS		Feats	Misc
INIT	= DEX	+	+

SPEED

BASE ATTACK

BASE ATTACK BONUS <div></div>	Temp Attack Bonus	Temp Damage Bonus
	+	+

GRAPPLE

	Size Modifier × 4	Misc
	<div style="display: inline-block; text-align: center;"> <div style="font-size: 2em;">=</div> <div style="writing-mode: vertical-rl; transform: rotate(180deg); font-weight: bold;">Base Attack</div> </div> <div style="display: inline-block; vertical-align: middle; font-size: 2em;">+</div> <div style="display: inline-block; text-align: center;"> <div style="font-size: 2em;">×</div> <div style="font-size: 1.5em; font-weight: bold;">4</div> </div> <div style="display: inline-block; vertical-align: middle; font-size: 2em;">+</div> <div style="display: inline-block; text-align: center;"> <div style="font-size: 1.5em; font-weight: bold;">STR</div> <div style="font-size: 2em;">+</div> </div>	

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
AC	= 10 + DEX +	+	+	-	+	+	

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

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

Temp AC	Spell Resistance	Damage Reduction	Conditional Modifiers
AC			

EFFECTS

[illegible]

FEATS

COMBAT ABILITIES

SPECIAL ABILITIES

[illegible]