

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

INITIATIVE

SPEED

BASE ATTACK

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

GRAPPLE

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

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
<div>AC</div> <div>= 10 + DEX +</div> <div>-----</div>	+	+	-----	-	+	+
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$$\boxed{AC} = 10 \quad / \quad + \quad + \quad + \quad - \quad + \quad +$$

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

Temp AC	Spell Resistance	Conditional Modifiers
AC		
Damage Reduction		

METAPSIONICS

COMBAT ABILITIES

[illegible]