

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

BASE ATTACK

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

GRAPPLE

GRAPPLE BONUS Size Modifier $\times 4$ Misc

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

HEALTH

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

hp

hp

hp

ARMOUR CLASS

FLAT-FOOTED ARMOUR CLASS
AC = 10 / + + + - + +

TOUCH ARMOUR CLASS

AC		
Damage Reduction		

METAMAGIC

[illegible]

COMBAT ABILITIES

[illegible]