ATTACKS							initiative .				
								VE BONUS		Misc	
Range	Туре		Attack Bo	nus	Damage	Critical	INIT	= DEX	. +	+	_
ft	sq				d	X	*		SPEED		*
Ammo		# 0000		Special Amm	10	# 0000	SPEED		peed with Armou		emp Speed
								sq	ft sq		ft sq
			A			0.44	Swim Spe		Fly Speed		imb Speed
Range	Туре		Attack Bo	nus	Damage	Critical	ft		ft sq	_	ft sq
ft	sq				d	X	BASE	В.	ASE ATTAC	:K RAN	GED
							ATTACK	BONUS	ATTACK	ATTA	
Range	Туре		Attack Bo	nus	Damage	Critical					
ft	sq				d	X	Temp Attac Bonus	k Morale Bonus		Nerfs	Power Attack
							+]=	+ .	-	_
Range	Туре		Attack Bo	nus	Damage	Critical	Temp Dama	age Morale			Power
ft	sq				d	X	Bonus	Bonus	Buffs	Nerfs	Attack
							+]= <u></u>	+		+
Range	Туре		Attack Bo	nus	Damage	Critical					
ft	sq				d	X					
Ammo				Special Amm	10	# 0000	×		GRAPPLE		,
						# 000	GRAPPLI	BONUS	Size M		Misc
Ammo		# 0000		Special Amm	10	# 0000			Base Attack	4 +ST	R +
×	SA	AVES			-		HEAI	TH) = 4		
FORTITUI	_		Misc Temp	HIT POI	INTS Wounds				J □ Stable N	on-lethal □	Unconcious
FORT =	CON+	+ +	+		hp				hp		hp
REFLEX SA				X		Į.	ARMOUR				,
REF =		_++	+	ARMOU	JR CLASS	Armou	r AC Shield	AC Armou	al Size ur Modifier	Deflection Modifier	Misc
WILL SAV	E WIS +	+ +	+	AC		DEX +		+			+
	□ Improved □				OOTED ARM						
	Evasion	_ Endurance	Sense	AC	= 10	/ +	+	+		+	+
					ARMOUR CI						
*	EFI	FECTS	*			· DEX /	/	/			+
				Temp		sistance Conditiona	al Modifiers				
					Reduction						
					/						
				*	META	PSIONICS	,) i (COMBAT AI	BILITIES	
				-							