

ATTACKS									
Range		Type	Attack Bonus			Damage	Critical		
						d	x		
Ammo	ft	sq	#	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 +	+	+		+

REFLEX SAVE

REF = DEX + + + +

WILL SAVE

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

SPEED	Speed with Armour	Temp Speed
ft sq	ft sq	ft sq

## BASE ATTACK

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

## GRAPPLE

**GRAPPLE BONUS** Size Modifier Misc

= Base Attack +  $\times 4$  + STR + \_\_\_\_\_

## HEALTH

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

hp	hp	hp
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## ARMOUR CLASS

ARMOUR CLASS	Armour AC	Shield AC	Natural Armour	Size Modifier	Deflection Modifier	Misc
AC = 10 + DEX +	+	+	-	+	+	

### FLAT-FOOTED ARMOUR CLASS

AC	= 10	/	+	+	+	-	+	+
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## TOUCH ARMOUR CLASS

AC	= 10 + DEX	/	/	/	-	+	+
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Temp AC	Spell Resistance	Damage Reduction	Conditional Modifiers
AC			

## EFFECTS

[illegible]

## COMBAT ABILITIES


## FEATS

[illegible]

## SPECIAL ABILITIES

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