

ATTACKS									
Range	Type		Attack Bonus		Damage		Critical		
<input type="text"/>	<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>		
ft	sq				d		x		
Ammo	#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Special Ammo		#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			

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

SPEED	Speed with Armour	Temp Speed
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BASE ATTACK

BASE	MELEE	RANGED
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$$+ = + - +$$

GRAPPLE

GRAPPLE BONUS Size Modifier Misc

= Base Attack + 4 + STR +

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	+	+	-	+	+	

FLAT-FOOTED ARMOUR CLASS

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

TOUCH ARMOUR CLASS

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

Temp AC	Spell Resistance	Conditional Modifiers
AC		
Damage Reduction		

METAMAGIC

[illegible]

COMBAT ABILITIES

[illegible]