

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

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** +      +      +      **+**

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☐ 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

<b>GRAPPLE BONUS</b>		Size Modifier × 4		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
<b>AC</b> = 10 + <b>DEX</b> +	+	+	-	+	+	

## FLAT-FOOTED ARMOUR CLASS

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

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

Temp AC	Spell Resistance	Damage Reduction	Conditional Modifiers
AC			

## EFFECTS

[illegible]

## FEATS

## COMBAT ABILITIES


## SPECIAL ABILITIES

[illegible]