


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

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

## GRAPPLE

**GRAPPLE BONUS** Size Modifier Misc

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

## HEALTH

HIT POINTS

Wounds

☐ Dying
 ☐ Stable

Non-lethal
 ☐ Unconscious

hp

hp

hp

## ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

AC	= 10	/	+	+	+	-	+	+

AC		
Damage Reduction		

## METAMAGIC

[illegible]

## COMBAT ABILITIES

[illegible]