

ATTACK

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SAVING THROWS

WILL SAVE

WILL = WIS + + + +

- ☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

[illegible]

INITIATIVE

Swim Speed

ft sq

Fly Speed

ft sq

BASE ATTACK

Temp Damage Bonus	Courage	Bufs	Curses	Power Attack
+	=	+	-	+

GRAPPLE

$$\text{GRAPPLE BONUS} = \text{Base Attack} + \text{Size Modifier} \times 4 + \text{STR} + \text{Misc}$$

HEALTH

HIT POINTS

Wounds

☐ Dying
 ☐ Stable

Non-lethal

☐ Unconscious

hp

hp

hp

DEFENCE

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

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

Temp AC	Damage Reduction	Conditional Modifiers
AC		
Spell Resistance		

COMBAT FEATS / SPECIAL ABILITIES

[illegible]