*	ATTACKS					initiative *		
					INITIATIVE BONUS	Feats	Misc	
Range	Туре	Attack Bon	us Damage	Critical	INIT = DEX	+ +		
3	ft sq) d	×	×	SPEED	*	
Ammo		# 0000000000	pecial Ammo	# 0000	SPEED	Speed with Armour	Temp Speed	
					ft sq	ft sq	ft sq	
					Swim Speed	Fly Speed	Climb Speed	
Range	Туре	Attack Bon	us Damage	Critical	ft sq	ft sq	ft sq	
	ft sq		d	×) k	SASE ATTACK	X	
					BASE ATTACK BONUS	MELEE ATTACK	RANGED ATTACK	
Range	Туре	Attack Bon	us Damage	Critical				
nange	ft sq		d	×	Temp Attack Moral		Power	
					Bonus Bonus		Nerfs Attack	
		Attack Bon	vo Domogo	Critical	+ =	+		
Range	Туре	Attack boll			Temp Damage Moral Bonus Bonus		Power Nerfs Attack	
	ft sq		d	×	+ =	+ -	Herrs Attack	
					<u> </u>			
Range	Туре	Attack Bon	us Damage	Critical				
	ft sq		d	×				
Ammo		# 000000000 S	oecial Ammo	# 0000	¥	GRAPPLE	*	
					GRAPPLE BONUS	Size Mod × 4	Misc	
Ammo		# 0000000000	pecial Ammo	# 0000		Base Attack	+STR+	
×	S.	AVES	X		HEALTH		<i>x</i> (
FORTI	TUDE SAVE Bas	e Racial Misc Temp	HIT POINTS Wounds		☐ Dyin	g 🗌 Stable Non	-lethal ☐ Unconcious	
FORT	= CON+	+ + +	hp			hp	hp	
	X SAVE		K	A	ARMOUR CLASS			
	J	+ + + +	ARMOUR CLASS	Armour	Natu r AC Shield AC Armo		Deflection Modifier Misc	
WILLS	= WIS +	+ + +	AC = 10 +	DEX +	+ +	- +	+	
		· · LT	FLAT-FOOTED ARMO	OUR CLASS				
Lvas	Evasion	Sense	AC = 10	/ +	+ +	- +	+	
			TOUCH ARMOUR CLA					
			AC = 10 +	DEX /	/ /		+	
	Temp AC Spell Resistand				al Modifiers			
×	EF	FECTS	AC Damage Reduction					
			/					
			META	MAGIC		COMBAT ABI	ILITIES	
		_						