

ATTACKS											
Range		Type		Attack Bonus			Damage		Critical		
							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

SPEED	Speed with Armour	Temp Speed
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BASE ATTACK

**BASE**

**MELEE**

**RANGED**

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

## ARMOUR CLASS

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

AC	= 10	/	+	+	+	-	+	+
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AC	= 10 + DEX	/	/	/	-	+	+
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Temp AC	Spell Resistance	Conditional Modifiers
<div>AC</div>	<div></div>	
Damage Reduction		

## METAMAGIC

## COMBAT ABILITIES

[illegible]