

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 +	+	+		+

$$\text{REF} = \text{DEX} + \quad + \quad + \quad +$$

WILL = **WIS** + + + + + **+**

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

ARMOR

Type		Max Speed	Max AC DEX
Check Penalty	Spell Failure	ft	sq
		Weight	Armor 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 Armor	Temp Speed
ft sq	ft sq	ft sq

BASE ATTACK

BASE ATTACK BONUS	Temp Attack Bonus	Temp Damage Bonus
	+	+

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

ARMOR CLASS	Armor AC	Shield AC	Natural Armor	Size Modifier	Deflection Modifier	Misc
AC = 10 + DEX +	+	+	-	+	+	

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

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

Temp AC	Spell Resistance	Damage Reduction	Conditional Modifiers
AC			

EFFECTS

[illegible]

COMBAT ABILITIES

FEATS

[illegible]

SPECIAL ABILITIES

[illegible]