

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 +	+	+		+

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

**WILL** = **WIS** + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + **\_\_\_\_\_**

☐ Evasion    ☐ Improved Evasion    ☐ Endurance    ☐ Trap Sense

## ARMOUR

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

Temp Attack   Temp Damage

BASE ATTACK BONUS      Bonus      Bonus

Size Modifier

**GRAPPLE BONUS**  $\times 4$  Misc

$$\boxed{\phantom{0000}} = \text{Base Attack} + \times 4 + \text{STR} + \phantom{0000}$$

## HEALTH

**HIT POINTS** Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

hp

hp

hp

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

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

$$\boxed{\text{AC}} = 10 + \frac{\text{DEX}}{10} + \frac{\text{CON}}{10} + \frac{\text{INT}}{10} - \frac{\text{WIS}}{10} + \frac{\text{CHA}}{10} + \frac{\text{LUC}}{10}$$

Temp AC	Spell Resistance	Damage Reduction	Conditional Modifiers
AC			

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