

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

Ammo  Special Ammo 

SAVES

REFLEX SAVE

REF = DEX + + + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

INITIATIVE

SPEED

BASE ATTACK

Temp Attack Bonus	Morale Bonus	Bufs	Nerfs	Power Attack
+	=	+	-	-
Temp Damage Bonus	Morale Bonus	Bufs	Nerfs	Power Attack
+	=	+	-	+

GRAPPLE

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

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 +	+	+	-	+	+	

FLAT-FOOTED ARMOR CLASS

AC	= 10	/	+	+	+	-	+	+
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TOUCH ARMOR CLASS

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

METAPSIONICS

[illegible]

COMBAT ABILITIES

[illegible]