

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

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INITIATIVE

SPEED

BASE ATTACK

$$+ = + - +$$

GRAPPLE

GRAPPLE BONUS Size Modifier Misc

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

HEALTH

HIT POINTS		Wounds	<input type="checkbox"/> Dying	<input type="checkbox"/> Stable	Non-lethal	<input type="checkbox"/> Unconscious
<div>hp</div>	<div></div>	<div></div>			<div></div>	<div></div>

ARMOUR CLASS

$$\boxed{\text{AC}} = 10 + \text{DEX} + \text{Armour AC} + \text{Shield AC} + \text{Natural Armour} - \text{Size Modifier} + \text{Deflection Modifier} + \text{Misc}$$

FLAT-FOOTED ARMOUR CLASS

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

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

METAMAGIC

[illegible]

COMBAT ABILITIES
