


## ATTACKS

Range	Type	Attack Bonus	Damage	Critical
ft      sq			<b>d</b>	<b>x</b>
Ammo	# <div><div>□ □</div><div>□ □ □ □ □ □ □ □</div><div>□ □ □ □ □ □ □ □</div></div>	Special Ammo		# <div><div>□ □</div><div>□ □ □ □ □ □ □ □</div><div>□ □ □ □ □ □ □ □</div></div>

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

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

## GRAPPLE

**GRAPPLE BONUS** Size Modifier Misc

= Base Attack +  $\times 4$  + STR + \_\_\_\_\_

## HEALTH

HIT POINTS	Wounds	<input type="checkbox"/> Dying <input type="checkbox"/> Stable	Non-lethal <input type="checkbox"/> Unconscious
<div style="border: 1px solid black; padding: 2px;">hp</div>	<div style="border: 1px solid gray; height: 20px;"></div>	<div style="border: 1px solid gray; height: 20px;"></div>	<div style="border: 1px solid gray; height: 20px;"></div>

## ARMOUR CLASS

**TOUCH ARMOUR CLASS**

**AC** = 10 + **DEX** / / / - + +

Temp AC	Spell Resistance	Conditional Modifiers
<div>AC</div>	<div></div>	<div></div>
Damage Reduction		

## METAMAGIC

[illegible]

## COMBAT ABILITIES

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins or other markings on the paper.