

ATTACKS

Range	Type	Attack Bonus	Damage	Critical
ft sq		<div style="border: 1px solid black; height: 30px; width: 100%;"></div>	<div style="border: 1px solid black; padding: 5px; text-align: center;">d</div>	<div style="border: 1px solid black; padding: 5px; text-align: center;">x</div>
Ammo	# <div style="display: inline-block; width: 100px; height: 2em; background-image: linear-gradient(to right, transparent 49%, #ccc 49% 51%, #ccc 51%); background-size: 20px 2em;"></div>	Special Ammo	# <div style="display: inline-block; width: 100px; height: 2em; background-image: linear-gradient(to right, transparent 49%, #ccc 49% 51%, #ccc 51%); background-size: 20px 2em;"></div>	

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ft	sq		d	x

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Ammo										Special Ammo									
#										#									

SAVES

REFLEX SAVE

REF = **DEX** + + + **+**

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense _____

EFFECTS

INITIATIVE

SPEED

SPEED

BASE ATTACK

BASE ATTACK

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

GRAPPLE

GRAPPLE BONUS Size Modifier
x4 Misc

$$\boxed{} = \text{Base Attack} + \mathbf{x4} + \text{STR} + $$

HEALTH

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

hp

hp

hp

ARMOUR CLASS

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

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>	<div></div>
Damage Reduction		

METAPSIONICS

[illegible]

COMBAT ABILITIES

[illegible]