

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

Range

Type

Attack Bonus

Damage

Critical

ft

sq

d

x

Ammo

#

Special Ammo

#

Ammo

#

Special Ammo

#

SAVES

FORTITUDE SAVE

Base

Racial

Misc

Temp

FORT

= CON

+

+

+

REFLEX SAVE

Base

Racial

Misc

Temp

REF

= DEX

+

+

+

WILL SAVE

Base

Racial

Misc

Temp

WILL

= WIS

+

+

+

☐ Evasion

☐ Improved Evasion

☐ Endurance

☐ Trap Sense

EFFECTS

INITIATIVE

INITIATIVE BONUS

Feats

Misc

INIT

= DEX

+

+

SPEED

SPEED

ft

sq

Speed with Armour

ft

sq

Temp Speed

ft

sq

Swim Speed

ft

sq

Fly Speed

ft

sq

Climb Speed

ft

sq

BASE ATTACK

BASE ATTACK BONUS

MELEE ATTACK

RANGED ATTACK

Temp Attack Bonus

Morale Bonus

Bufs

Nerfs

Power Attack

+

=

+

-

-

Temp Damage Bonus

Morale Bonus

Bufs

Nerfs

Power Attack

+

=

+

-

+

GRAPPLE

GRAPPLE BONUS

Size Modifier x4

Misc

= Base Attack

+ x 4

+ 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

/

+

+

+

-

+

+

TOUCH ARMOUR CLASS

AC

= 10

+ DEX

/

/

/

-

+

+

Temp AC

Spell Resistance

Conditional Modifiers

AC

Damage Reduction

METAPSIONICS

COMBAT ABILITIES