

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

SAVES

FORTITUDE SAVE		Base	Racial	Misc	Temp
FORT	= CON +	+	+		+

$$\boxed{\text{REF}} = \text{DEX} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \boxed{+}$$

$$\boxed{\text{WILL}} = \text{WIS} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \boxed{+}$$

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense _____

ARMOUR

Type		Max Speed	Max AC DEX
Check Penalty	Spell Failure	ft	sq
		Weight	Armour AC
	+ %	lb	+

SHIELD

Check Penalty	Spell Failure	Weight	Shield AC
	+	%	lb

EQUIPMENT

Head
Properties
Throat
Properties
Body
Properties
Arms
Properties
Hands
Properties
Ring
Properties

INITIATIVE

INITIATIVE BONUS		Feats	Misc
INIT	= DEX +	+	

SPEED

SPEED

ft sq

Speed with Armour

ft sq

Temp Speed

ft sq

BASE ATTACK

BASE ATTACK BONUS	Temp Attack Bonus	Temp Damage Bonus
	+	+

GRAPPLE

GRAPPLE BONUS Size Modifier Misc

\div Base Attack $+$ $\times 4$ $+$ 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 +	+	+	-	+	+	

$$\boxed{\text{AC}} = 10 \quad / \quad + \quad + \quad + \quad - \quad + \quad +$$

$$\boxed{\text{AC}} = 10 + \frac{\text{DEX}}{\quad} \quad / \quad / \quad / \quad - \quad + \quad + \quad$$

Temp AC	Spell Resistance	Damage Reduction	Conditional Modifiers
AC			

EFFECTS

[illegible]

COMBAT ABILITIES

FEATS

[illegible]

SPECIAL ABILITIES

[illegible]