

ATTACKS

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

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ft	sq		d	x

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d	x

Ammo #

Special Ammo #

SAVES

REFLEXO RESISTÊNCIA

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

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

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INITIATIVE

SPEED

BASE 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>hp</div>	<div></div>	<div></div>			<div></div>	<div></div>

ARMOUR CLASS

SURPRESA ARMOUR CLASS

AC = 10 / + + + - + +

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

METAMAGIC

COMBAT ABILITIES
