


| 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 |

Ammo           Special Ammo    

SAVES

REFLEX SAVE

REF = DEX + + + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

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INITIATIVE

SPEED

| SPEED | Speed with Armour | Temp Speed |
|-------|-------------------|------------|
|-------|-------------------|------------|

BASE ATTACK

| BASE | MELEE | RANGED |
|------|-------|--------|
|------|-------|--------|

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

GRAPPLE

GRAPPLE BONUS Size Modifier Misc

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

HEALTH

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

hp

hp

hp

ARMOUR CLASS

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + + + - + +

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

Damage Reduction

METAMAGIC

[illegible]

COMBAT ABILITIES

[illegible]