

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

Copyright © 2014 Pearson Education, Inc. or its affiliate(s). All rights reserved. 100

## 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 / + + + - + +

$$AC = 10 + DEX \quad / \quad / \quad / \quad - \quad + \quad +$$

Damage Reduction

## METAMAGIC

[illegible]

## COMBAT ABILITIES

[illegible]