

[illegible]

Range		Type	Attack Bonus	Damage	Critical
ft	sq			d	x

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ft	sq		d	x

Ammo  Special Ammo 

## SAVES

REFLEX SAVE

REF = DEX + + + +

☐ Evasion    ☐ Improved Evasion    ☐ Endurance    ☐ Trap Sense

## EFFECTS

## INITIATIVE

## SPEED

#### BASE ATTACK

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

## GRAPPLE

$$\text{GRAPPLE BONUS} = \text{Base Attack} + \text{Size Modifier} \times 4 + \text{STR} + \text{Misc}$$

## HEALTH

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

hp		hp	
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## ARMOUR CLASS

ARMOUR CLASS	Armour AC	Shield AC	Natural Armour	Size Modifier	Deflection Modifier	Misc
AC = 10 + DEX +	+	+	-	+	+	

FLAT-FOOTED ARMOUR CLASS

AC	= 10	/	+	+	+	-	+	+
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**TOUCH ARMOUR CLASS**

AC	=	10	+	DEX	/	/	/	-	+	+
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Temp AC	Spell Resistance	Conditional Modifiers
AC		
Damage Reduction		

## METAPSIONICS

[illegible]

## COMBAT ABILITIES

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