

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 +	+	+		+

REFLEX SAVE

REF = DEX + + + +

WILL SAVE

WILL = **WIS** + + + **+**

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense _____

ARMOUR

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

BASE ATTACK

BASE ATTACK BONUS	Temp Attack Bonus	Temp Damage Bonus
	+	+

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

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

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + + + - + +

TOUCH ARMOUR CLASS

AC = 10 + **DEX** / / / - + +

Temp AC	Spell Resistance	Damage Reduction	Conditional Modifiers
AC			

EFFECTS

[illegible]

FEATS

COMBAT ABILITIES

SPECIAL ABILITIES
