

Name: Class(level): Race:

Alignment: HP:
$$= \left(\overset{\text{Base}}{\quad} + \overset{\text{Bonus}}{\quad} \right) \times \overset{\text{Size}}{\quad}$$

Initiative:

Defence:
$$= \left(\overset{\text{Base}}{\quad} \right) + \left(\overset{\text{Shield}}{\quad} \right) + \left(\overset{\text{Dex}}{\quad} \right) + \left(\overset{\text{Size}}{\quad} \right) - \left(\overset{\text{ACP}}{\quad} \right)$$

AR: Slash:

| | |
|-----|--|
| Str | |
| Dex | |
| Con | |
| Int | |
| Wis | |
| Cha | |

Speed:

Pierce:

Base Attack Bonus:

Bludgeon:

Feats/Special Abilities:

Ove ©

| Weapon | Bonus | Dam | Crit. |
|--------|-------|-----|-------|
| | | | |
| | | | |

| Save | Total | Base | Abil | Magic | Misc. |
|------|-------|------|------|-------|-------|
| Fort | | | | | |
| Ref | | | | | |
| Will | | | | | |

Armour:

Stuff:

Name: Class(level): Race:

Alignment: HP:
$$= \left(\overset{\text{Base}}{\quad} + \overset{\text{Bonus}}{\quad} \right) \times \overset{\text{Size}}{\quad}$$

Initiative:

Defence:
$$= \left(\overset{\text{Base}}{\quad} \right) + \left(\overset{\text{Shield}}{\quad} \right) + \left(\overset{\text{Dex}}{\quad} \right) + \left(\overset{\text{Size}}{\quad} \right) - \left(\overset{\text{ACP}}{\quad} \right)$$

AR: Slash:

| | |
|-----|--|
| Str | |
| Dex | |
| Con | |
| Int | |
| Wis | |
| Cha | |

Speed:

Pierce:

Base Attack Bonus:

Bludgeon:

Feats/Special Abilities:

Ove ©

| Weapon | Bonus | Dam | Crit. |
|--------|-------|-----|-------|
| | | | |
| | | | |

| Save | Total | Base | Abil | Magic | Misc. |
|------|-------|------|------|-------|-------|
| Fort | | | | | |
| Ref | | | | | |
| Will | | | | | |

Armour:

Stuff: