Naruto d20 – Combat Sheet

Base Attack Bonus	Initiative	=	DEX Modifier	+	Misc. Modifier	Grapple	=	BAB	+	STR Modifier	+	Size Modifier	+	Misc. Modifier	APs	Speed	Run

Current Bonuses

	Total	Base	Ability	Armor	Alchemical	Circumstance	Competence	Deflection	Dodge	Enhancement	Insight	Luck	Morale	Natural Armor	Profane	Resistance	Sacred	Shield	Size	Temporary	Untyped	.....	.....	Touch	Flat Footed
_____ Att.:																									
_____ Dam.:																									
_____ Att.:																									
_____ Dam.:																									
_____ Att.:																									
_____ Dam.:																									
Armor Class:																									
Fort. Save:																									
Ref. Save:																									
Will Save:																									
Skill Checks:																									
:																									
:																									

Conditional Save Modifiers, Immunities and other Notes:

Current Conditions

Condition	Start	End

Current Hit Points/Chakra Points

Max HP	Temp HP	Damage Taken	Non-Lethal Damage

Hit Dice Rolls/Hit Dice Type:

Chakra Pool	Temp. CP	Chakra Points Used	Chakra Coil Damage

Recharging Abilities

Ability	Frequency	Times used

Weapons & Armor Equiped

Weapon	Damage	Critical	Range	Damage Type	Size	Weight	Special Properties

Armor	Bonus	Max DEX	Check Pen.	Spell Fail.	Speed	Run	Weight	Special Properties

Total: