INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = DEX + ____ + ____ + ____

SPEED

SPEED ft sq

Temp Speed ft sq

Swim Speed ft sq

Fly Speed ft sq

Climb Speed ft sq

BASE ATTACK

BASE ATTACK BONUS **MELEE ATTACK** **RANGED ATTACK**

Temp Attack Bonus + = Morale Bonus + Buffs − Nerfs − Power Attack

Temp Damage Bonus + = Morale Bonus + Buffs − Nerfs + Power Attack

ATTACKS

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	×
ft sq			d	×
ft sq			d	×
ft sq			d	×
ft sq			d	×

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS

CMB = STR + BAB − Size Modifier + Misc

COMBAT MANOEUVRE DEFENCE

CMD = 10 + STR + DEX + Dodge Modifier + Deflection Modifier + BAB − Size Modifier + Misc

FLAT-FOOTED CMD

CMD = 10 + STR / / + Deflection Modifier + BAB − Size Modifier + Misc

Temp CMB + CMB

Temp CMD + CMD

Conditional Modifiers

HEALTH

HIT POINTS hp

Wounds hp

☐ Dying ☐ Stable

Non-lethal hp

☐ Unconscious

ARMOUR CLASS

ARMOUR CLASS

AC = 10 + DEX + Dodge Modifier + Deflection Modifier + Natural Armour + Size Modifier + Evolutions + Misc

FLAT-FOOTED ARMOUR CLASS

AC = 10 / / + Deflection Modifier + Natural Armour + Size Modifier + Evolutions + Misc

TOUCH ARMOUR CLASS

AC = 10 + DEX + Dodge Modifier + Deflection Modifier / + Size Modifier + Evolutions + Misc

Temp AC + AC

Spell Resistance

Conditional Modifiers

Damage Reduction

/

Notes

SAVES

FORTITUDE SAVE

FORT = CON + Base + Racial + Misc + Temp

REFLEX SAVE

REF = DEX + Base + Racial + Misc + Temp

WILL SAVE

WILL = WIS + Base + Racial + Misc + Temp

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

FEATS