INITIATIVE

INITIATIVE BONUS | Feats | Training | Misc

INIT = DEX + ___ + ___ + ___

SPEED

SPEED: ___ ft sq

Speed with Armour: ___ 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: + ___ = ___ Buffs - ___ Nerfs | RAGE! + | Fatigued -

Temp Damage Bonus: + ___ = ___ Buffs - ___ Nerfs | RAGE! + | Fatigued -

Conditional Modifiers

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

Fatigued Penalty: -

HEALTH

HIT POINTS: ___ hp | RAGE! + ___ hp | Wounds: ___ hp | ☐ Dying ☐ Stable | Non-lethal: ___ hp | ☐ Unconscious

ARMOUR CLASS

ARMOUR CLASS: AC = 10 + DEX + Dodge Modifier + Deflection Modifier + Armour AC + Shield AC + Natural Armour + Size Modifier

FLAT-FOOTED ARMOUR CLASS: AC = 10 / / + + + + +

TOUCH ARMOUR CLASS: AC = 10 + DEX + + / / / +

Temp AC: + AC | Spell Resistance | Conditional Modifiers

- 2 RAGE! AC Penalty

Fatigued AC Penalty: -

Damage Reduction: /

Notes

ATTACKS

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

Ammo # | Special Ammo #

Ammo # | Special Ammo #

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

Conditional Modifiers

EFFECTS