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 MANEUVERS

COMBAT MANEUVER BONUS Base Attack Bonus Size Modifier Misc

CMB = STR + BAB − +

COMBAT MANEUVER DEFENSE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc

CMD = 10 + STR + DEX + + + BAB − +

FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier Misc

CMD = 10 + STR / / + + BAB − +

Temp CMB + CMB Temp CMD + CMD Conditional Modifiers

SAVES

FORTITUDE SAVE Base Racial Misc Temp

FORT = CON + + + +

REFLEX SAVE

REF = DEX + + + +

WILL SAVE

WILL = WIS + + + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

HEALTH

HIT POINTS hp

Wounds hp ☐ Dying ☐ Stable

Non-lethal hp ☐ Unconscious

ARMOR CLASS

ARMOR CLASS Dodge Modifier Deflection Modifier Natural Armor Size Modifier Evolutions Misc

AC = 10 + DEX + + + + + + +

FLAT-FOOTED ARMOR CLASS

AC = 10 / / + + + + +

TOUCH ARMOR CLASS

AC = 10 + DEX + + / + + +

Temp AC + AC Spell Resistance Conditional Modifiers

Damage Reduction /

Notes

FEATS