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

Fatigued Penalty: -

Conditional Modifiers

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 / / + Deflection Modifier + Armour AC + Shield AC + Natural Armour + Size Modifier

TOUCH ARMOUR CLASS: AC = 10 + DEX + Dodge Modifier + Deflection Modifier / / / + Size Modifier

Temp AC: + AC

Spell Resistance

Conditional Modifiers

- 2 RAGE! AC Penalty

Fatigued AC Penalty: -

Damage Reduction: /

Notes

ATTACKS

Range — Type — Attack Bonus — Damage d — Critical ×

ft sq

Ammo # — Special Ammo #

Range — Type — Attack Bonus — Damage d — Critical ×

ft sq

Range — Type — Attack Bonus — Damage d — Critical ×

ft sq

Range — Type — Attack Bonus — Damage d — Critical ×

ft sq

Range — Type — Attack Bonus — Damage d — Critical ×

ft sq

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