

INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = DEX + + +

SPEED

SPEED Speed with Armor Temp Speed

ft sq ft sq ft sq

Swim Speed Fly Speed Climb Speed

ft sq ft sq 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

+ = + - +

Conditional Modifiers

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 Temp CMD Conditional Modifiers

+ CMB + CMD

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

hp hp hp

ARMOR CLASS

ARMOR CLASS Dodge Modifier Deflection Modifier Armor AC Shield AC Natural Armor Size Modifier

AC = 10 + DEX + + + + +

FLAT-FOOTED ARMOR CLASS AC = 10 / / + + + + +

TOUCH ARMOR CLASS AC = 10 + DEX + + / / / + +

Temp AC Spell Resistance Conditional Modifiers

+ AC

Damage Reduction /

Notes

ATTACKS

Range Type Attack Bonus Damage Critical

ft sq d x

Ammo # Special Ammo #

Range Type Attack Bonus Damage Critical

ft sq d x

Range Type Attack Bonus Damage Critical

ft sq d x

Range Type Attack Bonus Damage Critical

ft sq d x

Range Type Attack Bonus Damage Critical

ft sq d x

Ammo # Special Ammo #

Ammo # Special Ammo #

SAVES

FORTITUDE SAVE Base Racial Misc Temp

FORT = CON + + + +

REFLEX SAVE REF = DEX + + + +

WILL SAVE WILL = WIS + + + +

Evasion Improved Evasion Endurance Trap Sense

Conditional Modifiers

EFFECTS

Effects grid