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 Buffs Nerfs RAGE! Fatigued

+ = - + -

Temp Damage Bonus Buffs Nerfs RAGE! Fatigued

+ = - + -

Conditional Modifiers

COMBAT MANEUVERS

COMBAT MANEUVER BONUS Base Attack Bonus Size Modifier RAGE!

CMB = STR + BAB - +

COMBAT MANEUVER DEFENSE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier RAGE!

CMD = 10 + STR + DEX + + + BAB - +

FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier RAGE!

CMD = 10 + STR / / + + BAB - +

Temp CMB Temp CMD Conditional Modifiers

+ CMB + CMD

- Fatigued Penalty

HEALTH

HIT POINTS RAGE! Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

hp + hp hp hp

ARMOR CLASS

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

ARMOR CLASS

AC = 10 + DEX + + + + + +

FLAT-FOOTED ARMOR CLASS

AC = 10 / / + + + + +

TOUCH ARMOR CLASS

AC = 10 + DEX + + / / / +

Temp AC Spell Resistance Conditional Modifiers

+ AC

- 2 RAGE! AC Penalty

Damage Reduction

/

- Fatigued AC Penalty

Notes

ATTACKS

Range Type Attack Bonus Damage Critical

ft sq d ×

Ammo # Special Ammo #

Range Type Attack Bonus Damage Critical

ft sq d ×

Range Type Attack Bonus Damage Critical

ft sq d ×

Range Type Attack Bonus Damage Critical

ft sq d ×

Range Type Attack Bonus Damage Critical

ft sq d ×

Ammo # Special Ammo #

Ammo # Special Ammo #

SAVES

FORTITUDE SAVE Base Misc Temp RAGE!

FORT = CON + + + +

REFLEX SAVE Fatigued

REF = DEX + + + -

WILL SAVE RAGE!

WILL = WIS + + + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Conditional Modifiers

EFFECTS