INITIATIVE

INITIATIVE BONUS: INIT = DEX + Feats + Training + Misc

SPEED

SPEED: ft sq | Speed with Armor: 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 MANEUVERS

COMBAT MANEUVER BONUS: CMB = STR + BAB (Base Attack Bonus) - Size Modifier | RAGE! +

COMBAT MANEUVER DEFENSE: CMD = 10 + STR + DEX + Dodge Modifier + Deflection Modifier + BAB (Base Attack Bonus) - Size Modifier | RAGE! +

FLAT-FOOTED CMD: CMD = 10 + STR / / + Deflection Modifier + BAB (Base Attack Bonus) - Size Modifier | RAGE! +

Temp CMB: + CMB | Temp CMD: + CMD | Conditional Modifiers

- Fatigued Penalty

HEALTH

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

ARMOR CLASS

ARMOR CLASS: AC = 10 + DEX + Dodge Modifier + Deflection Modifier + Armor AC + Shield AC + Natural Armor + Size Modifier

FLAT-FOOTED ARMOR CLASS: AC = 10 / / + Deflection Modifier + Armor AC + Shield AC + Natural Armor + Size Modifier

TOUCH ARMOR 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	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 + Misc | Temp + | RAGE! +

REFLEX SAVE: REF = DEX + Base + Misc | Temp + | Fatigued -

WILL SAVE: WILL = WIS + Base + Misc | Temp + | RAGE! +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Conditional Modifiers

EFFECTS