

INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = DEX + + +

SPEED

SPEED Speed with Armour 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 MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier Misc

CMB = STR + BAB - +

COMBAT MANOEUVRE DEFENCE 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

Fatigued Penalty

HEALTH

HIT POINTS RAGE! Wounds Dying Stable Non-lethal Unconscious

hp + hp hp hp

ARMOUR CLASS

ARMOUR CLASS Dodge Modifier Deflection Modifier Armour AC Shield AC Natural Armour Size Modifier

AC = 10 + DEX + + + + +

FLAT-FOOTED ARMOUR CLASS

AC = 10 / / + + + + +

TOUCH ARMOUR CLASS

AC = 10 + DEX + + / / / +

Temp AC Spell Resistance Conditional Modifiers

+ AC

RAGE! AC Penalty

- 2

Fatigued AC Penalty

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

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