

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 **RAGE!**
CMB = **STR** + **BAB** - +

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier **RAGE!**
CMD = 10 + **STR** + **DEX** + + + **BAB** - +

FLAT-FOOTED CMD
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**
- **2** **RAGE!** AC Penalty
- 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

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ft sq d x

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ft sq d x

Range Type Attack Bonus Damage Critical
ft sq d x

Ammo # Special Ammo #
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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