INITIATIVE

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

SPEED

SPEED: ft sq | Speed with Armour: 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 MANOEUVRES

COMBAT MANOEUVRE BONUS: CMB = STR + Base Attack Bonus + Size Modifier + Misc

COMBAT MANOEUVRE DEFENCE: CMD = 10 + STR + DEX + Dodge Modifier + Deflection Modifier + Base Attack Bonus + Size Modifier + Misc

FLAT-FOOTED CMD: CMD = 10 + STR / / + Deflection Modifier + Base Attack Bonus + Size Modifier + Misc

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

Fatigued Penalty: -

HEALTH

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

ARMOUR CLASS

ARMOUR CLASS: AC = 10 + DEX + Dodge Modifier + Deflection Modifier + Armour AC + Shield AC + Natural Armour + Size Modifier

FLAT-FOOTED ARMOUR CLASS: AC = 10 / / + + + + +

TOUCH ARMOUR CLASS: AC = 10 + DEX + + / / / +

Temp AC: + AC | Spell Resistance | Conditional Modifiers

RAGE! - 2 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 + Racial + Misc | Temp +

REFLEX SAVE: REF = DEX + + + | +

WILL SAVE: WILL = WIS + + + | +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Conditional Modifiers

EFFECTS