

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 Morale Bonus Buffs Nerfs Power Attack

+ = + - -

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + - +

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier Misc

CMB = STR + BAB - +

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier

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

FLAT-FOOTED CMD Deflection Modifier Monk Level ÷ 4 Base Attack Bonus Size Modifier

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

Temp CMB Temp CMD Conditional Modifiers

+ CMB + CMD

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

hp hp hp

ARMOUR CLASS

ARMOUR CLASS Dodge Modifier Deflection Modifier Shifter Level ÷ 4 Natural Armour Size Modifier

AC = 10 + DEX + + + WIS + + +

FLAT-FOOTED ARMOUR CLASS

AC = 10 / / + + WIS + + +

TOUCH ARMOUR CLASS

AC = 10 + DEX + + + WIS + / +

Temp AC Spell Resistance Shifter bonus applies when unarmoured and unencumbered

+ AC

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

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