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) + Misc

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

FLAT-FOOTED CMD: CMD = 10 + STR / / + Deflection Modifier + BAB (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

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 + Racial + Misc + Temp

REFLEX SAVE: REF = DEX + Base + Racial + Misc + Temp

WILL SAVE: WILL = WIS + Base + Racial + Misc + Temp

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Conditional Modifiers

EFFECTS