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 Favoured Enemy Morale Bonus Buffs Nerfs

+ = + + -

Temp Damage Bonus Favoured Enemy Morale Bonus Buffs Nerfs

+ = + + -

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 N/A N/A + + 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 Armour AC Shield AC Natural Armour Size Modifier

AC = 10 + DEX + + + + + +

FLAT-FOOTED ARMOUR CLASS

AC = 10 N/A N/A + + + + +

TOUCH ARMOUR CLASS

AC = 10 + DEX + + N/A N/A N/A +

Temp AC Spell Resistance Conditional Modifiers

+ AC

Damage Reduction

/

Notes

ATTACKS

Range Type Attack Bonus Damage Critical

ft sq d ×

Ammo # Special Ammo #

Range Type Attack Bonus Damage Critical

ft sq d ×

Range Type Attack Bonus Damage Critical

ft sq d ×

Range Type Attack Bonus Damage Critical

ft sq d ×

Range Type Attack Bonus Damage Critical

ft sq d ×

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