## INITIATIVE

**INITIATIVE BONUS** Feats Training Misc

INIT = DEX + ____ + ____ + ____

## SPEED

**SPEED** 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 + = Morale Bonus + Buffs - Nerfs - Power Attack

Temp Damage Bonus + = Morale Bonus + Buffs - Nerfs + Power Attack

## ATTACKS

| Range | Type | Attack Bonus | Damage | Critical |
|---|---|---|---|---|
| ft sq | | | d | × |
| ft sq | | | d | × |
| ft sq | | | d | × |
| ft sq | | | d | × |
| ft sq | | | d | × |

## COMBAT MANOEUVRES

**COMBAT MANOEUVRE BONUS**

CMB = STR + BAB (Base Attack Bonus) - (Size Modifier) + Misc

**COMBAT MANOEUVRE DEFENCE**

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

**FLAT-FOOTED CMD**

CMD = 10 + STR N/A N/A + Deflection Modifier + BAB (Base Attack Bonus) - (Size Modifier) + Misc

Temp CMB + CMB

Temp CMD + CMD

Conditional Modifiers

## HEALTH

**HIT POINTS** hp

Wounds hp

☐ Dying ☐ Stable

Non-lethal hp

☐ Unconcious

## ARMOUR CLASS

**ARMOUR CLASS**

AC = 10 + DEX + Dodge Modifier + Deflection Modifier + Natural Armour + (Size Modifier) + Evolutions + Misc

**FLAT-FOOTED ARMOUR CLASS**

AC = 10 N/A N/A + Deflection Modifier + Natural Armour + (Size Modifier) + Evolutions + Misc

**TOUCH ARMOUR CLASS**

AC = 10 + DEX + Dodge Modifier + Deflection Modifier N/A + (Size Modifier) + Evolutions + Misc

Temp AC + AC

Spell Resistance

Conditional Modifiers

Damage Reduction

/

Notes

## 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

## EFFECTS

## FEATS