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 RAGE! +

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

FLAT-FOOTED CMD: CMD = 10 + STR N/A N/A + Deflection Modifier + BAB (Base Attack Bonus) - Size Modifier RAGE! +

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

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 N/A N/A + + + + +

TOUCH ARMOR CLASS: AC = 10 + DEX + + N/A N/A N/A +

Temp AC: + AC
Spell Resistance
Conditional Modifiers

- 2 RAGE! AC Penalty

Damage Reduction: /

Notes

ATTACKS

Range: ft sq
Type
Attack Bonus
Damage: d
Critical: ×
Ammo: #
Special Ammo: #

Range: ft sq
Type
Attack Bonus
Damage: d
Critical: ×

Range: ft sq
Type
Attack Bonus
Damage: d
Critical: ×

Range: ft sq
Type
Attack Bonus
Damage: d
Critical: ×

Range: ft sq
Type
Attack Bonus
Damage: d
Critical: ×
Ammo: #
Special Ammo: #

Ammo: #
Special Ammo: #

SAVES

FORTITUDE SAVE: FORT = CON + Base + Misc + Temp + RAGE! +

REFLEX SAVE: REF = DEX + + + Fatigued -

WILL SAVE: WILL = WIS + + + RAGE! +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Conditional Modifiers

EFFECTS