INITIATIVE

INITIATIVE BONUS: INIT = DEX + Feats + Training + Misc

SPEED

SPEED: ft sq

Speed with Armour: 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 MANOEUVRES

COMBAT MANOEUVRE BONUS: CMB = STR + BAB (Base Attack Bonus) - Size Modifier RAGE! +

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

FLAT-FOOTED CMD: CMD = 10 + STR / / + 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

ARMOUR CLASS

ARMOUR CLASS: AC = 10 + DEX + Dodge Modifier + Deflection Modifier + Armour AC + Shield AC + Natural Armour + Size Modifier

FLAT-FOOTED ARMOUR CLASS: AC = 10 / / + + + + +

TOUCH ARMOUR CLASS: AC = 10 + DEX + + / / / +

Temp AC: + AC

Spell Resistance

Conditional Modifiers

- 2 RAGE! 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 + Misc + Temp + RAGE! +

REFLEX SAVE: REF = DEX + + + Fatigued -

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

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Conditional Modifiers

EFFECTS