INITIATIVE

INITIATIVE BONUS — Feats — Training — Misc

INIT = DEX + ___ + ___ + ___

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	×

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SAVES

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

REFLEX SAVE: REF = DEX + ___ + ___ + ___ (Temp) - Fatigued

WILL SAVE: WILL = WIS + ___ + ___ + ___ (Temp) + RAGE!

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense ___

Conditional Modifiers

EFFECTS

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