

INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = DEX + + +

SPEED

SPEED Speed with Armor 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 Buffs Nerfs RAGE! Fatigued

+ = - + -

Temp Damage Bonus Buffs Nerfs RAGE! Fatigued

+ = - + -

Conditional Modifiers

COMBAT MANEUVERS

COMBAT MANEUVER BONUS Base Attack Bonus Size Modifier RAGE!

CMB = STR + BAB - +

COMBAT MANEUVER DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier RAGE!

CMD = 10 + STR + DEX + + + BAB - +

FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier RAGE!

CMD = 10 + STR N/A N/A + + BAB - +

Temp CMB Temp CMD Conditional Modifiers

+ CMB + CMD

HEALTH

HIT POINTS RAGE! Wounds Dying Stable Non-lethal Unconscious

hp + hp hp hp

ARMOR CLASS

ARMOR CLASS Dodge Modifier Deflection Modifier Armor AC Shield AC Natural Armor Size Modifier

AC = 10 + DEX + + + + +

FLAT-FOOTED ARMOR CLASS AC = 10 N/A N/A + + + + +

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

Temp AC Spell Resistance Conditional Modifiers

+ AC

RAGE! AC Penalty

- 2

Notes

ATTACKS

Range Type Attack Bonus Damage Critical

ft sq d x

Ammo # Special Ammo #

Range Type Attack Bonus Damage Critical

ft sq d x

Range Type Attack Bonus Damage Critical

ft sq d x

Range Type Attack Bonus Damage Critical

ft sq d x

Ammo # Special Ammo #

Ammo # Special Ammo #

SAVES

FORTITUDE SAVE Base Misc Temp RAGE!

FORT = CON + + +

REFLEX SAVE Fatigued

REF = DEX + + +

WILL SAVE RAGE!

WILL = WIS + + +

Evasion Improved Evasion Endurance Trap Sense

Conditional Modifiers

EFFECTS

Effects

Effects

Effects

Effects

Effects

Effects

Effects

Effects