INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = DEX + ___ + ___ + ___

SPEED

SPEED Speed with Armour 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 Favoured Enemy Morale Bonus Buffs Nerfs

+ = ___ + ___ + ___ - ___

Temp Damage Bonus Favoured Enemy Morale Bonus Buffs Nerfs

+ = ___ + ___ + ___ - ___

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier Misc

CMB = STR + BAB - ___ + ___

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc

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

FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier Misc

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

Temp CMB Temp CMD Conditional Modifiers

+ CMB | + CMD

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconcious

hp | hp | hp

ARMOUR CLASS

Dodge Modifier Deflection Modifier Armour AC Shield AC Natural Armour Size Modifier

ARMOUR CLASS

AC = 10 + DEX + ___ + ___ + ___ + ___ + ___ + ___

FLAT-FOOTED ARMOUR CLASS

AC = 10 N/A N/A + ___ + ___ + ___ + ___ + ___

TOUCH ARMOUR CLASS

AC = 10 + DEX + ___ + ___ N/A N/A N/A + ___

Temp AC Spell Resistance Conditional Modifiers

+ AC

Damage Reduction

/

Notes

ATTACKS

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Ammo # Special Ammo #

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Ammo # Special Ammo #

Ammo # Special Ammo #

SAVES

FORTITUDE SAVE Base Racial Misc Temp

FORT = CON + ___ + ___ + ___ + ___

REFLEX SAVE

REF = DEX + ___ + ___ + ___ + ___

WILL SAVE

WILL = WIS + ___ + ___ + ___ + ___

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense ___

Conditional Modifiers

EFFECTS